

AUSTRALIA'S ONLY GUIDE TO GAME BOY, NES & SUPER NES

# Nintendo®

MAGAZINE SYSTEM

ISSUE #11

FEB '94

## TMNT

Tournament  
Fighters



## MORTAL KOMBAT II ON SNES

R-TYPE III

★★★★★

COOL SPOT

★★★★★

KIRBY'S  
ADVENTURE

★★★★★

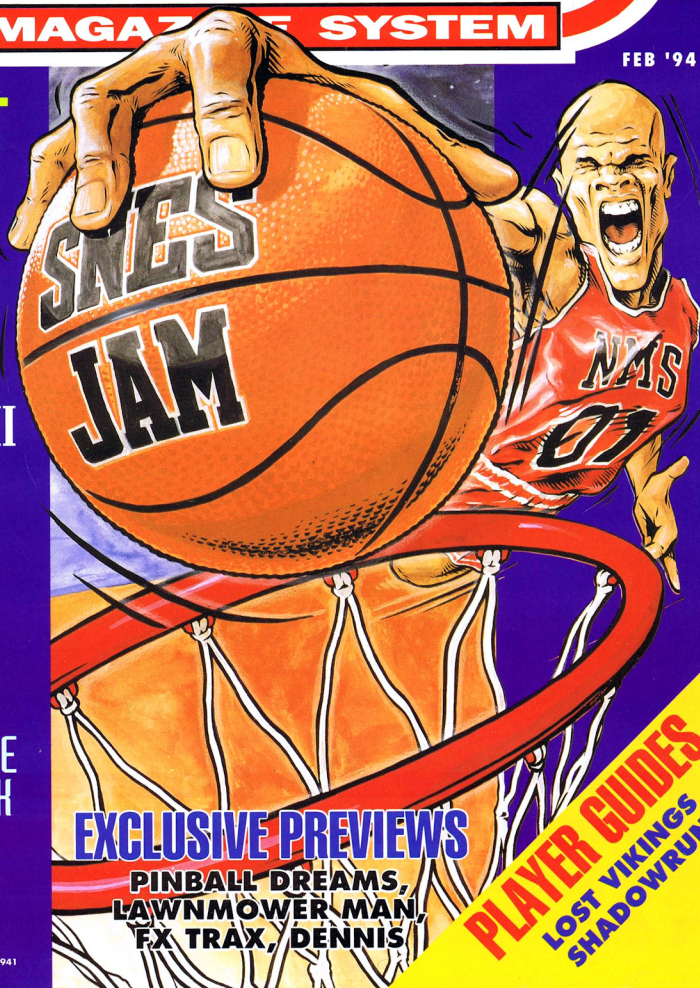
ART OF  
FIGHTING

## SUPER EMPIRE STRIKES BACK



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## EXCLUSIVE PREVIEWS

PINBALL DREAMS,  
LAWNMOWER MAN,  
FX TRAX, DENNIS

PLAYER GUIDES  
LOST VIKINGS  
SHADOWRUN



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**"'94's Most Eagerly Anticipated Release."**

- UK SUPER PRO MAG.

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Nintendo  
Seal of  
Quality

RATINGS

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**SUPER NINTENDO**  
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## NEW RELEASES, AHOY!

Now that the silly season is finally over and game distributors are finally looking at their releases for 1994, I am pleased to inform you that this year is going to be HUGE!

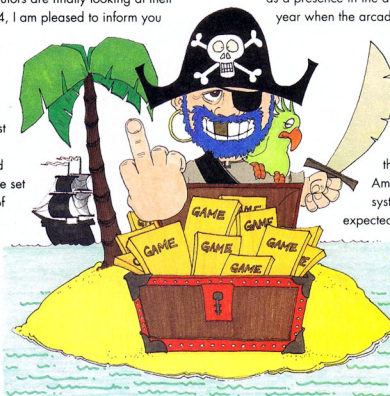
But before I get into that, probably the most exciting release news is about old releases! With the set up of Nintendo of Australia (which I detailed in NMS' December issue) you can look forward to having all the classic Nintendo titles across all formats

available 365 days a year from now on. That means you shouldn't have any problems finding brilliant games like Mario Kart anymore, or any of the older NES Mario titles, the Kirby's or any of the other brilliant games put out by Nintendo itself. Now, that's what I call good news!

On the new release front, Mattel has indicated that it will be taking a more aggressive approach to Nintendo releases by announcing a strong line-up before the Las Vegas Consumer Electronics Show (CES) was even held, last month. Apart from Yoshi's Cookie, Aero the Acrobat and Zombies (all reviewed last month), and Tournament Fighters (reviewed in this very issue), you can expect to see Fatal Fury next month, Aladdin, The Flintstones, The Jetsons, Super International Cricket (finally) and an RPG called Lufia & The Fortress of Doom. Naturally we'll be reviewing the lot of them.

Metro Games, Sony, AMI, HES, Electronic Arts and HEG hadn't finalised their releases by the time I got around to writing this, but you can be sure that there will be a veritable flood of releases from March onwards. I mean, more distributors has to mean more games, doesn't it? Though, perhaps the most incredible news of all in this, the year of the sequel (after all, you can

expect to see Super SFII, Mortal Kombat II, Starwing II among others, reappear on the Super NES), is the expected return of Nintendo as a presence in the arcades late this year when the arcade version of the



Project Reality 64 bit console should be unveiled. On the home front, despite the release of the Amiga 32 bit system and the expected mid-year

launch for the 3DO and the Atari Jaguar 64 biters, there doesn't seem to be much doubt that if Nintendo can keep

the price of its 64 bit home console to under the US\$250 that it is aiming for, then the future of video gaming will be looking very rosy indeed for all N-heads.

## DEARLY DEPARTED

It is with a heavy heart that I have to inform you of the departure of the lissom Vanessa Liberio from the hallowed NMS offices. Our former Office Manager and pin-up girl has left us in order to devote her time to help her loved one, Robbie, make oodles of money so that her father will then allow her to get married. I speak for all at NMS when I say "Run, Robbie, run for the hills!"

The more eagle-eyed among you will have noticed a new name under the title of Office Manager for NMS, that of the twisted and bitter Julie Wall. Julie has already started out on the wrong foot by refusing to make me coffee whenever I demand it, so I wouldn't get too used to seeing her name in NMS if I were you.

**FAT BOY SEZ: BURPING AFTER MEALS IS A SPIRITUAL NECESSITY**

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KUEN was forced to acknowledge the following beings, SARAH & RUTH for their spiritual & mental guidance, they had stolen my gold fish & threatened to sacrifice it to the prince of darkness.

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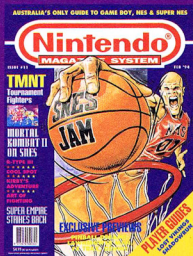
NINTENDO, NINTENDO ENTERTAINMENT SYSTEM, NES, GAME BOY, SUPER NINTENDO ENTERTAINMENT SYSTEM.





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**Issue 11**



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NBA Jam has finally made the conversion from arcade to Super NES - and we've got a sneak preview!



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A rock-hard beat-'em-up that has the SFII contingent raving. Packed with mutants, heaps of special moves and a blistering pace. Cowabunga!

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The ol' Search/Rescue team are at it again, rescuing POWs from the clutches of deranged madmen all over the globe. Cor!

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Shooter fans will be kept busy with this sequel to the sequel as you combat the evil Bydos to save the universe from a fate worse than having cold custard poured down your back!

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There's this little white ball, see, and you have all these sticks with knobs on the end that you get to wave around. It looks like a golfing sim, but is it?

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Gee whiz, a platform adventure. What a surprise! Naturally, it's incredibly original and will change the face of video gaming as we know it.

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Ooh! Controversy! Read all about it!

## ART OF FIGHTING.....p46

The long-awaited conversion is finally here, but is it any better than the other sad Neo Geo conversions?

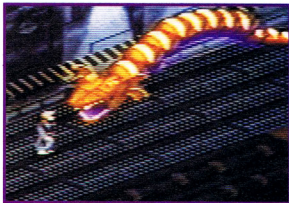
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SUPER NES REVIEWS





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Also known as Fat Boy's Fun Page For All The Family. This month, connect the dots, colour in outlines, joke of the month and a snakes and ladders board game.

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All the news from around the globe about what's going on in the land of Nintendo.

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A bumper crop of hate mail as Fat Boy decides to answer his critics with a few well-pointed barbs.

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The Skull is suffering from heat stroke. Maybe he should get a haircut.

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Send in your tips and you could win a really neat prize for your troubles. See, we're appealing to your greed here.

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A tough look at a tough game. If you've been having trouble completing The Lost Vikings, this guide is for you.

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NMS proudly presents one way, but not the only way, to get to the end of this brilliant RPG/adventure game.

## PULLOUT POSTER

A backboard-crackin', slam dunkin', mutha-funkin' Jam session. Yow-sah!



## ● NEW GAMES ● COMICS

## ● ACCESSORIES ● MOVIES

Welcome to the only news that matters, where NMS exposes all



you'll ever need to know about what counts in Nintendo's world

## ● TV ● MERCHANDISING

## ● HARDWARE ● VIDEOS

### SUPER STREET FIGHTER II GOES SNES!!

No doubt you will all be aware of the latest incarnation of Street Fighter to hit the arcades. For those who have been hiding under a rock for the last year, Super Street Fighter II: The New Challengers, to give it its full title, features four new contestants, yet more new moves for all existing characters as well as redrawn backgrounds. Quite simply, it's the best fighting game, ever! Now, the news you've all been waiting for. Yes, it is coming to the Super NES!!! However, it won't appear until June

over in Japan, so an Australian release is still a bit away. Until then, you can look at these pics - but I'm off to have another go at the arcades!



- NEW GAME
- BY: CAPCOM
- SUPER NES

### MKII, TGG?

Late last year NMS was invited to a secret unveiling. So secret, in fact, that when we got there there was nothing to see! That's when we realised that old Rod had got the dates mixed up (old age,

you see...); so young Andrew went back again the next day to uncover the truth. Mortal Kombat II was the reason behind the secret shenanigans, and after several complimentary "ginger pops" he had the game fully sussed out. Basically, it's the same as the first MK, but with more fighters, new moves and (yes, you guessed it) new backgrounds. Gone are Kano and Sanya, but Reptile is now a selectable character, and he is joined by six new and fearsome fighters, as well as Shang Tsung! So, is it going to come out on the Super NES as its predecessor did? Well, it's more than likely, but no formal agreements have been signed. As soon as we hear whispers pertaining to a conversion, we'll give you the full lowdown!



- NEW GAME
- BY: MIDWAY
- SUPER NES



# NINTENDO NEWS NETWORK

## THE OFFICIAL NMS CHARTS

Last month's position in brackets.  
Fast Movers have a bullet.

### Game Boy

- 1 NBA ALL-STARs (-) •
- 2 MORTAL KOMBAT (2)
- 3 LAST ACTION HERO (-) •
- 4 SUPER MARIO LAND 2 (3)
- 5 JURASSIC PARK (1)
- 6 F-15 STRIKE EAGLE (4)
- 7 DRACULA (-)
- 8 LEMMINGS (-)
- 9 BATTLETOWNS (5)
- 10 AGRO SOAR (8)

• Compiled with the assistance of Capital Games Centre.

### Super NES

- MARIO ALL-STARs (1)  
SF II TURBO (2)  
SUPER BOMBERMAN (4)  
FLASHBACK (-)  
JURASSIC PARK (3)  
CHASE HQ (-)  
CRASH DUMMIES (-)  
BATMAN RETURNS (-)  
BATTLESHIP (-)  
MORTAL KOMBAT (6)



## A FOX ON YOU, PEPPY!

Without a doubt, last year's most innovative game was Starwing. Those 3D polygons, generated so effortlessly by the FX chip, had game players worldwide drooling and wanting more. And more you shall get, when Nintendo release Starwing 2 later this year! Little is currently known about the game, although it seems certain to feature simultaneous two player action! We can hardly wait!

## NIGHTRUN ON SHADOWMARE ST

Beam Software is busy working on a number of new Super NES games as you read this page right now. Due for release around the middle of this year is the Super NES version of the interactive video board game, Nightmare. Also on the way is Shadowrun 2, the sequel to the fab futuristic RPG exposed in this month's NMS. More news on these two exciting games, as well as the latest developments, next month.

## MINI MOWER MADNESS!

The Lawnmower Man blew your eyeballs away on the big screen, and now it's going to make you screw your eyes up — for it has been put on the Game Boy! Surprisingly, it is very similar to the Super NES version, and even the 3D part has been included! No news regarding an Australian release has been offered, but you should be able to pick up a copy on import now.

## ENTER THE DRAGON!

Without a doubt, the most famous star of karate movies is Bruce Lee. He appeared in dozens of dodgy action flicks back in the '70s before his tragic death at the age of 32. A book about his life was recently written by his widow, and has

Continued on page 9

## OH MY GOD, NO NES?!!

As you will have seen from this month's charts, there are no NES games listed! This sad state of affairs has been brought about by a lack of new releases, though that's not to say that NES games haven't been selling at all. Old NES titles have been flying out the door at prices from less than \$20 to around \$40, so if there are any old titles you desire, now is the time to get them. Still, this doesn't help NES owners who want new games! The only alternative is to get a converter that allows American cartridges to run on Australian NES units. These are available from HES at most good game stores for the mere sum of \$49.95. If you are having trouble getting hold of one (they may not be available everywhere), try entering our newest competition, in which you could win yourself one!

### COMPETITION

All you have to do to score yourself a freebie is draw a picture of your favourite NES game character on the back of an envelope and send it to us at **I Still Love My NES Competition, Nintendo Magazine System, PO Box A305, Sydney South, NSW 2000**

## PULL ME OUT AND STRETCH ME TIGHT!

Those of you with short arms or big rooms will be delighted to hear of a new product from Valjean. Its extension cable adds a handy six feet (nearly two metres!) to your joystick cord, and when not in use can be retracted in to its neat little storage cabinet, much like some telephone cord extensions. Although Australian Super NES units already come with lengthy control pad cables, owners of Japanese Super Famicoms will be over the moon, as the supplied joystick leads are a measly 60 cm in length! I guess it's because the Japanese are squeezed for land and have small houses!



## IT'S SOCCER, JIM, BUT NOT AS WE KNOW IT!

Domark's latest game, Marko's Magic Football, does indeed feature soccerballs, but they're not kicked about in the way most of us are used to. Instead, young Marko uses his balls as a weapon as he travels through ten levels of side scrolling platform malarky. April is the month it will be released overseas, so if you're interested keep an eye on those import shelves!



## RPG CONVERSIONS, AHOY!



- NEW GAMES
- SUPER NES

Ever in search of synapse-stimulating software, we've unearthed a few RPGs that may make it to our fair shores. Legend of the Mystical Ninja has been available in Japan for years under the name of Goemon Warrior, but has only recently been converted to PAL format and is now available on import from the UK. It's a massive sprawling two-player adventure with millions of things to do whilst on your quest - there's even a hidden game arcade in which the characters can play the entire first level of Gradius!

The main part of the game is spent running around wacking loincloth-clad cretins on the head, but it's a

far cry from the usual scrolling beat-'em-ups on offer.

For those hankering after a game they can totally lose themselves in is The Secret of Mana. This game is big, really big. It will take you months to get through, and is the be-all and end-all of RPGs, at least those with English text. There's even an option to play with two friends, as The Secret of Mana supports the Multi-Tap adaptor! You'll need a converter to play it, though, as it's only on sale via import from the USA. Should some Australian distributor pick up the rights to this fabulous game, though, you can expect to read it first in NMS, so stay tuned!

## MORE KITTY KRAPPERS



▲ "How do I know you're not from the FBI?"



Our favourite animated animals have at last turned up on the NES in an all new adventure! The psychotic asthmo-hound chihuahuah and his foolish feline friend are out to scam themselves some cash, in whatever way possible! This means lots of platform tomfoolery as Ren & Stimpy wander through 12 levels that are each based on a cartoon episode. Hopefully this game will be an improvement on the sad Super NES version, although, surprise surprise, no Aussie distributor has plans to release the 8 bit'er yet.

- NEW GAME
- BY: THQ
- NES

## TOURNAMENT FIGHTERS ON NES!

- NEW GAME
- BY: KONAMI
- NES

They're currently kicking butt on the Super NES, but now the Teenage Mutant Ninja Turtles are taking their fab beat-'em-up to

the NES. The 8 bit version of Tournament Fighters features seven fighters from the sewers, two player action (naturally), hidden special moves and a turbo speed setting!





## BUT DOES IT KICK BUTT?

Magazines around the world have been raving on about the 3DO for ages, but have they actually played it? The Skull has, and here's what he thinks of it!

"The first thing I noticed about the 3DO is the incredible slick American feel to it. Not the machine itself, but the software. A hip, reassuring, yet annoyingly American male voice welcomed me to the Panasonic R.E.A.L. 3DO Interactive Multiplayer. It's very much like watching TV, except that the user has complete control over what's going on. Two software titles were available for my viewing pleasure, *Crash 'N' Burn*, which is included with 3DOs sold in America, is a futuristic driving game with the object being to blow the opposition off the road. Gameplaywise it's no better than *Top Gear*, but the graphics are more sophisticated. Never before on a home console have I been given such a realistic impression of high speed driving. It's very fast, extremely smooth and fluid, and the sound is out of this world. The FMV (Full Motion Video) on the driver selection screen is just like watching live TV. No blackness was evident on the driver's faces, and their speech is crystal clear, even though the Australian driver's accent was abysmal. (He sounded like a pissed Pommie!) I guess, like the Super NES, 3DO's overall success will be a matter of the game designers making full use of the console's potential.

The also included demo disc, also available on purchase, showed previews of software to come, both entertainment and educationally based. There is even a 20 minute episode of *Batman: The Animated Series* which was just like watching a movie! The future of the 3DO looks very bright, and by the time it's released Down Under there will be around 20-30 titles available. Also on the way are the MPEG extensions which will allow up to two hours of FMV. Who needs a Laser Disc Player? The only bummer is the price. Panasonic's 3DO is expected to cost nearly \$1000 when it is released in the next few months, although the price will drop when other manufacturers like Sega and Atari release their own 3DO machines.



"Aye, aye, aye! It's so fast! But I'll take Mario Kart any day!"

Should Nintendo be worried? Now the 3DO is not going to make your console obsolete, although the demise of the 8-bit systems will be hastened by the release of new technology. As you know, Nintendo and Silicon Graphics are working on their 64-bit Project Reality, and Atari and Sega also have new machines on the way. This can mean only one thing: that games will get better and more fun and means that game players will be the ultimate winners!"

● 3DO

● GAME REVIEW

since been turned in to the film *Dragon*. Now it has become a two player beat-'em-up on the Super NES! "Ho hum", you say. "Another beat-'em-up". Well, *Dragon* promises to be not just another *Street Fighter II* or *Final Fight* clone, but instead combines the two styles in what could be the best fighting game of the year! There is a whopping 32 special moves available, but they can only be attained by proving your fighting skills in bonus rounds at the end of each level. Whether or not it all works out playability-wise remains to be seen, but rest assured that we'll let you know ASAP!

## NEW TAITO GAMES

Taito is a name well known to anyone who frequents arcades, although the company is not unknown to owners of Nintendo machines. Taito is hoping to increase its profile in the home with three new Super NES games on the way, *Lufia*, *The Jetsons* and *The Flintstones*. *Lufia: The Fortress of Doom* is an RPG that was quite popular over in Japan not long ago, and has now had the text translated to English.

The *Jetsons: Invasion of the Planet Pirates* and *The Flintstones: The Treasure of Sierra Madrock* both have completely inane subtitles. However, that is not all they have in common. Apart from being based on the groovy '70s Hanna Barbera 'loons, they are both platform games vaguely similar to their NES counterparts. *The Flintstones* is a two player game in which you and a friend control Fred and Barney, and take turns to tackle the multitude of stages. *The Jetsons* is a one player only setup starring George Jetson. In this outing he carries around an industrial strength vacuum cleaner with which he can suck up all manner of objects, including enemies!





## Meet Australia's **No. 1** Nintendo Player



**Ha-roooo! He's off to London to thrash the Poms!!**

By Jimminey, young Ben Smith of Adelaide in SA is top Nintendo player. In fact he's so good that after he's thrashed second place getter, Kevin Taylor, in the final, new Aussie Champ Ben revealed that he thought the competition would be much tougher!

Yup, it was a tension-filled day down at the Southland Shopping Centre Brashs store, the venue for the Super Nintendo International Challenge Finals in Melbourne last December 4. The State Champions were finally gathered together to do battle for the title of Australian Champion and the honour of representing our country in an international play-off to be held in London soon.

Naturally, the Finals were always going to be a tough affair, but who could have predicted the nail-biting and heroic series of play-offs that saw Kevin Taylor have to battle his way from 5th place through to the final before going down to a confident and rested Ben? Not us!

### How The West Was Won

OK, so all the champs were finally going to fight it out, head-to-head, mano-a-mano, eyeball-to-eyeball. Ben, Kevin, Willie, Michael, Dean, Fred and Sam - each of them white-knuckled with tension as they lined up for a quick round of Super Mario All-Stars - The Lost Levels to get things under way. Because of a counting error in one of the entries it meant that there were two representatives from WA. It was soon very obvious that Sam was totally out-classed and he was knocked out in the very first round.

#### Round ONE

#### The LOST Levels

(Complete world Dw2 in three minutes.)

1. Ben Smith (SA) 50,700 pts, 131 coins
2. Dean Debari (WA) 46,100 pts, 55 coins
3. Willie Lo (ACT) 38,300 pts, 85 coins
4. Michael DeBattista (VIC) 37,600 pts, 129 coins
5. Kevin Taylor (NSW) 34,650 pts, 107 coins
6. Fred Dor (QLD) 32,450 pts, 42 coins
7. Sam Hastings (WA) 7,200 pts (Knocked Out)

#### Round TWO

#### SFII Turbo

#### 5th (Kevin) Vs 6th (Fred)

After an unlucky start in The Lost Levels, when Kevin missed a crucial jump right at the end of the level, he found himself thrown straight into a knockout play-off with Fred. Choosing to fight with Ken, Kevin quickly disposed of Fred in two straight rounds, admitting afterwards, "I was really nervous after stuffing up in The Lost Levels, but after I won the first round of Street Fighter, I felt like I could go on and win the Championship." And he nearly did!



Th' contenders. Fred, Dean, Sam, Ben, some old git (it's Tommy Emmanuel you uneducated clat!), Kevin, Willie and Michael.





# NINTENDO NEWS NETWORK

Round THREE

SFII Turbo

## Round 3 - Street Fighter II Turbo

### 4th (Michael) vs Winner of Round 2 (Kevin)

Both Michael and Kevin chose to fight as Ken in this thrilling third round battle. Kevin came out blazing Fireballs but Michael wasn't short of a few offensive moves, himself. The first round went to Kevin, but it was a close shave, as Michael proved by winning the second round. It all came down to the third round. After another close bout, Kevin lived to fight another day.

Minor SEMI-Final

Super BOMBERMAN

## Minor Semi-Final - Super Bomberman

(Two player, Power Stage, first to win five games.)

### 3rd (Willie) vs Winner of Round 3 (Kevin)

This round proved to be another very close one, requiring lightning fast reflexes and a clear head to get through. In the end, both Willie and Kevin had won four games each and it came down to a deciding game. Kevin let loose a massive trail of bombs and then ran for cover. His barrage trapped Willie and it was all over.

Major SEMI-Final

Super BOMBERMAN

## Major Semi-Final - Super Bomberman

(Two player, Power Stage, first to win five games.)

### 1st (Ben) vs 2nd (Dean)

The winner of this round got to go straight to the Grand Final, while the loser got a second chance by fighting the winner of the Minor Semi-Final. Ben quickly won the first two games, then Dean made a bit of a comeback. But Ben had been practising hard and had his bomb-laying patterns well-rehearsed. His superior preparation saw him run out an easy victor in the end with a 5-2 score.

► Kevin might have lost the Grand Final but he was by no means disgraced. If you want to challenge him, you can find him in Wagga Wagga.

FINAL

Super MARIO KART

## Final - Super Mario Kart

(Two Player Battle Mode, Course Two)

### Loser of Major Semi (Dean) vs Winner of Minor Semi (Kevin)

Dean played a strategic game after taking the first couple of hits, and jumped into one of the ponds for a minute or so. Kevin said afterwards that Dean really tested his nerves with that move. Pretty soon Dean had leveled the score - the next hit would win and make it through to the Grand Final - and, in the end, it was Kevin's battle-hardened nerves that proved to be the difference.

# Grand Final

## Parodius (Lollipop Stage)

And so it was that Ben, after having an easy ride through to the Grand Final, faced up to Kevin, who couldn't have done it any tougher if he'd tried. In fact, Kevin couldn't believe that he'd made it through! In the end, his sheer grit and determination wasn't enough as Kevin had never played Parodius before and Ben had been practising like a maniac all week. After winning the toss, Kevin chose to watch Ben go through his paces first, hoping to pick up a few tips. Unfortunately, that wasn't enough, and the lack of practise showed as Ben raced to the lead and became the Australian Champion!

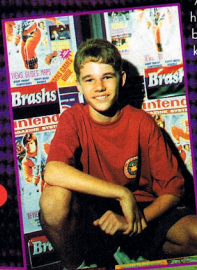
Afterwards, Ben, Kevin and Willie got together at their hotel for a few hours of playing with their new prizes, before heading off to the local Timezone where Kevin kicked major butt! His final words, "Next year I'll win!"

## BEN SMITH - AUSTRALIAN CHAMPION

So who is this guy, you ask? Well, 13-year-old Ben is a complete video game nut. He delivers papers and tests new games out for his local video shop in Craigmore, SA, to help raise the money to buy new games. He's also a bit of a star student - teachers go to him when they have problems with the school computers, though they weren't too happy when they caught Ben hacking

into the system! And now he's going to join the NMS team of reviewers!! Is he a legend or what?!

► Ben is congratulated by Fat Boy's dad while the glamorous Eliza Howell from Mattel looks on.



## NMS/Brash's Super Nintendo International Challenge State Winners VICTORIA

Simon Cox, Nth Dandenong; Jonathan Polemo, Bundaberg; Steven Johnson, Bell Post Hill; Momoe Yoshida, Sunshine; Michael DeBattista, Hampton Park.

STATE WINNER - Michael DeBattista.

NSW

Darren Giles, Beacon Hill; Lorenza Encarniema, Marayong; Richard Higgins, Stanmore; Troy House, Kogarah; Richard Higgins, Stanmore; Kevin Taylor, Glenfield.

STATE WINNER - Kevin Taylor.

SA

Wassem Kamleh, Millwood; Ben Smith, Craigmore.

STATE WINNER - Ben Smith.

ACT

Willie Lo, Kaleen.

STATE WINNER - Willie Lo.

WA

S. Hastings, Padbury; Dean Deboni, Beaconsfield.

STATE WINNER - S. Hastings.

QLD

Mark Carter, Stratton; Fred Dor, Cairns; Gerard Carter, Stratton;

Luke Manning, Rockhampton; Chris Raleigh, Newmarket; Hans

Cheung, Bellevue; Guy Spindlove, Toowoomba.

STATE WINNER - Fred Dor.



► Willie Lo may be the 4th best Nintendo player in Australia, but until he became ACT State Champion, he didn't even own a Super NES!!





**Making a video game is often a long and complicated process. The games you buy today may have**

**taken anywhere from six months to two years and a lot of painstaking attention to detail to complete. NMS boy wonder, Andrew Iredale, had a chat to Aussie developers, Beam Software, about what exactly does go in to making a video game and heard about their much-heralded Super International Cricket at the same time.**

## ANYONE FOR A CUPPA?

Before any work actually starts on making the game, a team of people sit down and come up with ideas for the game. This is when the format the game will take is decided; platform, shooter, RPG, or whatever. For instance, when the designers of Super International Cricket were planning how to create the follow-up to their NES hit, they decided to present the game in much the same way as we watch it on TV, so there will be a distant view looking down the pitch and close-ups for the action sequences as well as all the features of the NES version and more. Comments from people who have seen almost finished graphics indicate that it is almost indistinguishable from television coverage - there's even instant replay and stumpcam!

## SEE NO EVIL

The graphics of a game can make or break it so, naturally, they must be of the highest standard possible. There are several types of graphic styles that can be used, each with its own advantages and disadvantages. Polygons are often used when a field of depth is required to give the illusion of 3D, such as in flight sims or driving games, and the Super NES can combine them with its Mode 7 ability to scale and rotate backgrounds to give breathtaking 3D effects, such as in Starwing. Typical platform games use sprites as the characters and overlay them on backgrounds. Sprites can be hand drawn or digitized from a photographic image.

For Super International Cricket, Beam Software used digitized video footage of real players running around. The footage is then separated frame by frame - there are 25 frames per second on video - and those that

# TWG CANS

best display the animation are then digitized to give an animation rate of 15 frames per second in the game. This is the first time this technique has been used by Beam and a special animation program was written in-house to deal with it.



## HEAR NO EVIL

Almost last, and often least, is the sound. The music helps to create a suitable atmosphere for the playing environment and games such as

Shadowrun highlight this point. Speech is also important, particularly when it's spoken by a game character that is based on an actual person (or actor). Unfortunately, digitized speech takes up a lot of memory in a cartridge; memory space that could be used for more important things such as more levels, so a suitable balance must be struck. When Super International Cricket comes out, you can expect to hear the umpires give a verbal commentary in pop-up screens.

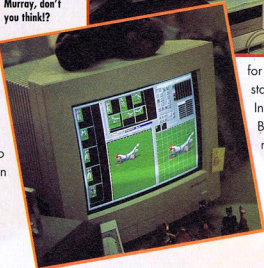
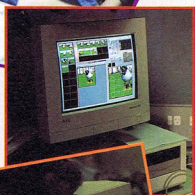
## ALL TOGETHER NOW!

Ahhh..., now this is the fun bit! The programmers spend months putting everything together into a loose framework of a game, and then spend many months fine tuning the controls to give the game its playability.

Many factors have to be taken into consideration at this stage. For example, the controllable character may have a 'good feel' to it, but it has to move around in a realistic manner in relation to the backgrounds that surround it. Also, intensive play testing can often reveal faults in the game design that may not be apparent at first, particularly long-term play aspects. It is at this late stage that lots of games get held up as some unforeseen problem demands the urgent attention of the programmers before the game gets sent off to Nintendo for approval. In fact, it was at this late stage of developing Super International Cricket last year, that Beam decided to upgrade the memory capacity of the cart from 4 meg to 8 meg in order to improve the overall presentation and gameplay and the results of that last minute tweaking should be with us around the middle of this year.



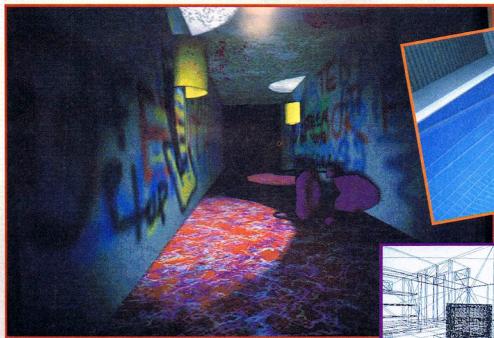
Grant Arthur is one of the artists working on SIC. He looks a bit like Bill Murray, don't you think?





# A BIT OF STRING

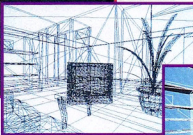
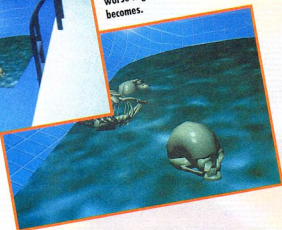
the truth about designing a video game



The hallways convey the atmosphere of decay, while claustrophobic party noises drone along in the background.



Oooh! Fancy a dip...? ...well, perhaps not! The pool acts as a guide to the building's condition. The worse it gets, the more fouled the pool becomes.



Here is the lounge in wire frame.



This is it with the hidden lines removed, giving it a solid feel.



Finally the room is rendered in colour and then animated.



## AS I SAT EATING THE DOG...

Severed Heads, a Sydney-based performance arts group that is best known as a

recording group, are about to become the first band to actually create its own video game! (Forget about that U2 game - do you really think that U2 actually designed it themselves?)

The as yet un-named game is loosely based on several sci-fi novels and is kind of a vision of social degradation and a journey into the id, at the same time. Set in an apartment building which has been over-run and vandalised by its residents, the game has the time-honoured Us Versus Them theme. The residents have spurned the outside world and reverted to a barbaric lifestyle, forming raiding parties to pillage apartments on other floors while at the same time defending their own. You are a resident caught up in the turmoil, and must make your way to the top floor to defeat the architect of the building.

Obviously, translating this idea to a playable interactive 3D game is not easy. Despite having preliminary graphical work done, there is still a lot of programming to be done and Tom expects that to take at least another year. The game is being developed by Tom and two other Severed Heads members for the PC CD-ROM, as well as on the Amiga. Tom plans to utilize the full capabilities of the CD-ROM, and this means lots of animated sequences such as travelling along corridors and walking around apartments. There will also be Full Motion Video sequences of talking to other tenants, although the fine details have still to be worked out.

What about a Nintendo version, you ask?

Well, at the moment the Super NES isn't capable of presenting the game in the same format as the other planned versions, but Tom will be having a close look at the Project Reality development underway between Nintendo and Silicon Graphics, as well as the 3DO.

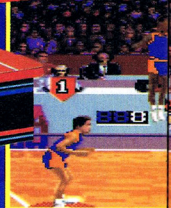
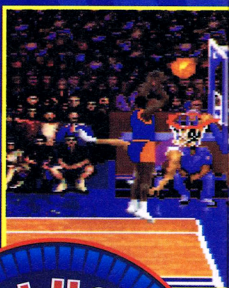
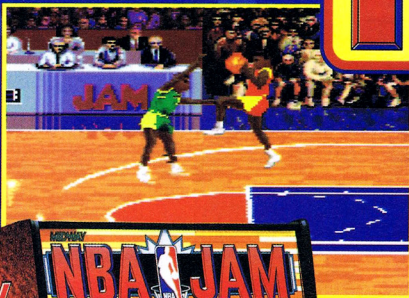
We'll be keeping a close eye on the development of this game, and, as usual, we will keep you up informed of its progress.

By the way, Severed Heads have a new album coming out next month called Gigapus, and it will be available not only on CD, but also complete with visuals on video and a limited edition CD-ROM version, too. Buy it and you will begin to understand just how brilliant these guys are! (Rod has been a major Severed Heads fan for over ten years and he insisted that SH be described as 'brilliant' at least once!)



Basketball fans will doubtless be cock-a-hoop when they read this. Acclaim, who is behind many an arcade conversion, is in the process of putting NBA Jam on the Super NES! The 16 meg cart is almost complete, and Acclaim have given us an utterly EXCLUSIVE peak at it!

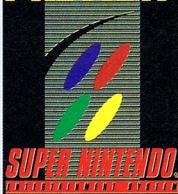
The game, for those unfamiliar with the arcade smash hit, takes the form of a two-on-two horizontally- scrolling basketball match with one or two players able to make the choice of the top players from around 20 teams from the big U.S. leagues. There are a number of play options too, including single player and two player cooperative or competitive play. The most impressive feature of the game is the sheer number of special moves available to the players. A well timed combination of button presses can quite often result in the most outrageous trick shots or basket-burning slam-dunks! The other great feature is the speed - the pace will leave you breathless and sore-thumbed!



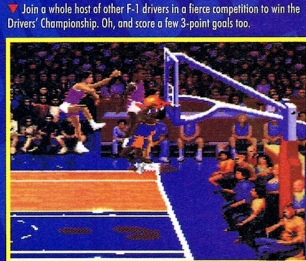
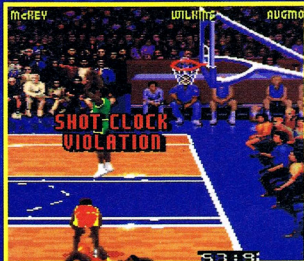
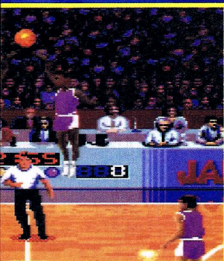
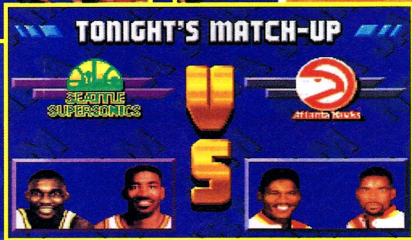


# A JAM

**PREVIEW**



▼ Your task is to guide the character through the enemy ridden plains of Thel-Rakkur in search of the hideous Lord Zag. And shoot some hoops.



▼ Join a whole host of other F-1 drivers in a fierce competition to win the Drivers' Championship. Oh, and score a few 3-point goals too.

**35 NINTENDO**



# PREVIEW

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

BY: OCEAN PRICE: TBA MEG: 8

Just finishing at a cinema near you is the film version of those Dennis cartoons currently rerunning on *The Big Breakfast*. Starring Macaulay Culkin lookalike Mason Gamble as the eponymous terror toddler and Walter Matthau as Mr Wilson his long-suffering neighbour, the film moves from one set piece to another before Dennis eventually comes.

Ocean's new Super NES licence follows pretty much the same pattern. Controlling Dennis, you're dropped into a series of scrolling scenes to face a specific task. Starting in Mr Wilson's house - overrun by hordes of cats, mice, lethal cups and spitting goldfish - Dennis makes his way across the platform-filled area in search of Mr Wilson's priceless coin collection which the silly old duffer has left scattered around the place. From here he moves outside and the game opens up as a cross between an Addams Family-style platformer and a more conventional arcade/adventure. The little moppet leaps, ducks and runs with the best of 'em whilst defending himself against the many hazards dotted throughout each stage.



# Dennis

▼ I just want to roovooe all night.



▲ Dennis watering a plant. Or sumink.



▲ Sickly kids down for Norway.





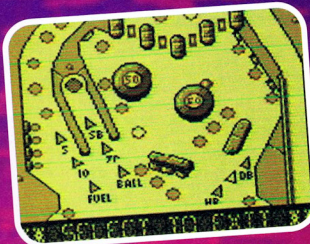
# PREVIEW

## GAME BOY

Coming soon from those busy people at Gametek is another attempt to bring pinball to the Game Boy. Pinball Dreams is the name of the cart, and it features not one, not ten, not sixteen thousand, but three different pin tables upon which to play. The object of the game is pretty simple - knock your little ball bearing around with your brace of flippers, spanging it off the many bumpers and up the lovely ramps in an effort to score loads and loads of points. You may have seen something similar in your local arcade (heavy irony). Each table has it's own theme, which dictates the outlay of the bumpers and bonuses. The first table, Ignition, has a space theme, meaning rocket launch ramps and space obstacles are the order of the day. The second table, Steel Wheel, is a Wild West Railroad affair, with choo-choo train and cowboy-related objects. The final table, Graveyard, is a scary horror table full of, well, ramps and bumpers arranged, but they're arranged in a really scary way...

Until now, Revenge of the Gator has proved the only decent pinball sim on Nintendo's micro machine, and with Kirby's Pinball just around the corner it's going to be a bit of a scrap to establish who's top of the table. We'll have a full Review of this nifty-looking little number very soon!

BY: GAMETEK PRICE: TBA MEG: 2

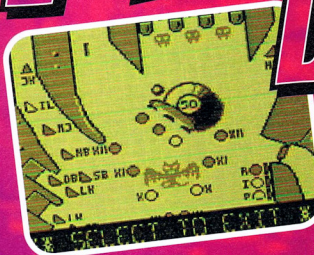


▲ Hello, and welcome to this month's edition of Spot The Ball. Somewhere in this picture is a small ball bearing. Simply mark where you think it is.



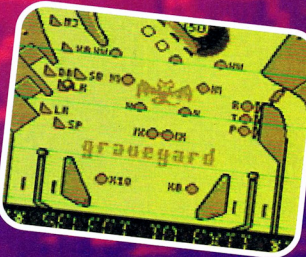
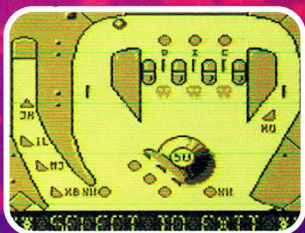
▲ I was going to do a 'Flipper/Dolphin' caption, but, to be honest, I can't be bothered. Honestly, we're not as funny as we used to be. Burn out, you see.

# Pinball Dreams



▼ Hello, and welcome to what Gametek like to refer to as 'The Graveyard' stage. As you can see, it is chocky of ghosts, ghouls and gravestones - making it extremely obvious that this is a themed level. Actually, I'm lying, this has about as much to do with a graveyard as... well, a bag of sweets or something. There's not even a ghost to be seen. bah!

▼ Does anyone fancy a serious - ie non-'Marlon', or an 'or something' - caption? No? Good. I'd hate to have to write something like 'each table is split into two halves'. Birrrr, sends a shiver down my spine it does.







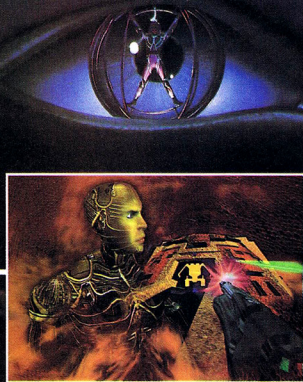
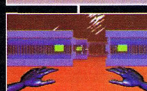
"By the turn of the millennium the technology known as Virtual Reality will be in widespread use. It will allow you to enter computer generated artificial worlds as unlimited as the imagination itself!" So reads the press release for the Sales Curve's forthcoming release, Lawnmower Man. What it neglects to mention, however, is that the virtual spaces will probably be populated with sad types indulging in a bit of virtual train-spotting - but I digress. The game - for those of you who haven't seen the film - follows the story of Jobe, a person with learning difficulties who idles away his time mowing the neighbourhood lawns. That is until he attains a Carol Vorderman-like intelligence, psychopathic tendencies and special cyber-powers when his neighbour, Dr Angelo, uses him as a human guinea pig in his virtual reality experiments. The new CyberJobe enters the virtual world where he plans his vengeance on Dr Angelo for all the injustices he has suffered - the ungrateful little blighter!

As Dr Angelo, your task is to make your way across various platform, puzzle and high-speed 3D levels in your battle to prevent Jobe becoming a cyborg by infiltrating every computer in the world. Sounds exciting? Well keep a look out for our virtually excellent review in the next issue!

NINTENDO



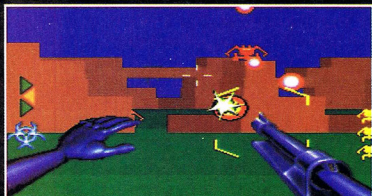
# THE LAWNMOWER MAN



## VIRTUAL VARIETY

This 8-meg cart boasts no fewer than five different styles of gameplay as well as digitised images and voice samples from the film. But perhaps the most impressive bits are the 12 flying sequences where you zoom across several virtual worlds avoiding obstacles and fighting cyberchimps! Intriguingly, the speed and smoothness of flight is achieved without the use of any accelerator chips whatsoever. Cor!

▼ If... If only I could reach the gun and stop this senseless slaughter of cyberchimps.





We all heard heaps and heaps about the forthcoming FX Trax game from Nintendo when it was announced last year, but not much since, as the programmers began running into a few problems in the design and had to put the release back while they nipped out the solutions.

Happily, it now looks like Nintendo is well on the way to delivering FX Trax in A1 condition, but you'll still have to wait until the middle of this year for its release.

Samples that we've seen don't show a lot more than was initially released to the public last year, though they do give a much better indication of the ability of the vehicles to flatten themselves out or compress into a wedge-like shape, so you can expect that the final game will require some pretty quick shape-shifting if you are going to get around the courses unscathed.

The Starwing-style 3D polygon graphics have basically been completed on the game proper with only the detailed backgrounds to go. The gameplay, while not fully developed, seems crisp and pixel-perfect, and the animation is extremely fluid. Nintendo is keeping very quiet about the mooted two-player mode, though we can only hope that it will be included in the finished version.



◀ This shows the ability of the Trax-mobile to squeeze up so as to fit through tight spaces however, stability during cornering is severely diminished.



# fx TRAX

▶ Trees are just some of the many 3D obstacles that you'll have to negotiate in FX Trax.



▲ Ramps add to the excitement and should be hit at full speed for maximum air and enjoyment!



# REVIEW

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



## CART SPEC

- BY: KONAMI
- RRP: \$109
- RELEASE: APRIL
- GAME TYPE: FHT
- CART SIZE: 16 MEG

## GAME INFO

- **PLAYERS:**  
One or two
- **CONTROL:**  
Joypad
- **GAME DIFFICULTY:**  
Medium
- **CONTINUUS:**  
3-Infinite
- **RESPONSIVENESS:**  
Turtle-tastic
- **1ST DAY SCORE:**  
Reach the Rat King
- **GAME ORIGIN:**  
A new fighting game featuring the increasingly infamous turtles

## CONTROLS

- **HOW TO PLAY:**  
If you can play Street Fighter II you'll have no trouble with this game! All controls are re-definable

- A** Heavy kick
- B** Light kick
- X** Heavy punch
- Y** Light punch
- L/R** Nothing
- S** Start: Pauses  
Select: Reveals controller options

# Teenage Mutant TOURNAMENT FIGHTER Ninja Turtle

OH NO! That evil fiend, Shredder, has kidnapped the lovely Channel Six newscaster, April O'Neil, and it's up to the Turtles to save her!

Well, it may be the plot for every adventure the Turtles ever have, but hey, it serves its purpose! Now the fearless foursome have an excuse to get up to yet more mutated malarkey, and they're jumping to it with full enthusiasm! But hold on, this isn't the usual scrolling hack-'n'-slash we've become used to with the Turtles - it's a full-on Street Fighter-style one-on-one beat-'em-up! So how does it compare to the king of coin-ops? Read on to find out...

► They fly through the air with mutated disease...

▼ Turtle Vs Turtle fights are fun, as the wet reptiles are evenly matched.

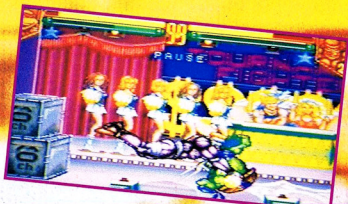


## NO EXCUSES!

As with most fighting games, there are lots of different kicks and punches to keep track of and, if you're not familiar with them, you'll be lost in the heat of the battle. Fortunately, you can change the button configuration simply by pressing select on either the fighter or stage select screens. This puts an end to incompetent players blaming their losses on the controller being set up contrary to their usual choice!



# ant ENT RS es



▲ Throw your opponents when they are dizzy to rob in the humiliated!



▲ After defeating every one in sight, new characters challenge your supremacy. The Rat King is tough, but there is another to follow...

## MULTI-MODE OPTIONS, AHGY!

Konami never does anything by halves and Tournament Fighters is no exception! There are two main modes of play, Tournament and Story. Story mode is for one player and limits you to a set number of credits. It follows the plot of just about every Turtles story made, ie April and Splinter have been captured (Shock!) and the Turtles have vowed to get them back (Gasp!). The main difference from Tournament mode is the restriction to playing only one of the Turtles and the lack of an Attack meter. If a second player joins in however, the game switches to Tournament Versus mode.



## REVIEW

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

## COMMENT



**ANDREW**

I love Street Fighter II Turbo, but until now no game has really come close to topping it in terms of playability. Tournament Fighters feels insanely familiar, with the same controls and

moves as Street Fighter II and many similar combos prove effective as well. However, it lacks the tactical strategy of Street Fighter II, and fights often degenerate into a frenzy of repeated moves that tell nothing of the player's real skill.

Graphically, it's a bit of a mixed bag, with a varied quality of artwork. Some backgrounds are stunning, but in the heat of the battle the fighters become a blur of flailing appendages, and you're not always sure whether or not your attacks have been successful, as they sound the same whether they're blocked or not.

So, is it as good as Street Fighter II Turbo? No, but it's the next best thing, and worth considering if you have the original SFI and don't want to fork out for the Turbo version.



# REVIEW

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

## MULTIPLE MUTANT MISH-MASH, AHGY!

There are ten mutant fighters to choose from, the four familiar shell-backs and six new contestants. Each has their own particular fighting style, although none are particularly disadvantaged. Anyone familiar with *Street Fighter II* will instantly be at home with the controls. All the special moves are performed the same way, too, although there are, naturally, multiple variations.

### LEONARDO

The self-styled leader of the bizarre Turtle cult. A good all-round fighter who will appeal to fans of Ken and Ryu. No one can withstand the power of his flying fists!

### RAPHAEL

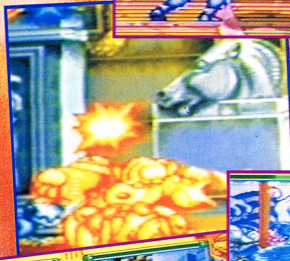
Known as "The Slimey Assassin", Raph has a formidable array of long distance attacks which he uses to pummel opponents into submission while he builds up his Attack strength to unleash a hail of fiery meteors.

### DONATELLO

The twisted sewer scientist has many secret attacks up his shell, and his Bo staff has a long and deadly reach. Though calm and collected most of the time, Don can summon the power of a mystical fire-dragon to crush foes.

### MICHAELANGELO

Either swinging at a party or swinging his Nunchuckas, Mikey is the centre of attention: And why not? He's got fireballs, flips and a mean upper-cut! Get his attack level up and he flies in to an unstoppable rage!



### CYBER-SHREDDER

Old grate-face overwhelms his opponents with a fierce flurry of moves, including a devastating upper-cut and the ability to deflect fireballs and the like! At his peak, Shredder commands the power of raw electrical energy!

### CHROME-DOME

The token robot, Chrome-Dome can extend his arms and legs in all directions, although like a certain Indian Yoga master, he's a bit slow. His Super Attack blows him and those around him to smithereens, but somehow he manages to pull himself together in time to win.

### ASKA

The token female contestant! She's fast, but limited to close range attacks due to a lack of projectiles. However, she does have a good Butterfly Upper-cut which is performed the same way as a Dragon Punch.

### WAR

The token "Big, slow and strong" mutant possesses incredible strength and can drain your energy very quickly if he gets the advantage. He is very ugly and has terrible breath, too.

### WINGNUT

Master of the skies, at least in this game, Wingnut doesn't have a lot to offer other than his swooping attack and energy pulses. On the ground he is pretty useless, but his Super Attack is unescapable.

### ARMAGGON

Aargghh! That be trouble below decks, and that trouble takes the form of the shark-like Armaggon.

He's a tough cookie, able to spit nasty stuff, slap with his surprisingly long tail and even leap up to knock you out of the air! All in his path are swept away!





As the super moves are, they are awe-inspiring, but they can sometimes be a little blocked, as this demonstrates here.

★ This bonus stage offers useful tactics, but for a limited time only.



## ATTACK! ATTACK! ATTACK!

The most notable feature of the Tournament Fighters mode is the green attack meter below the player's energy bar. Each time you hit your opponent, even if they block, your attack meter increases. When it's full and flashing you are able to unleash your awesome super power! This is accomplished by pressing all four attack buttons - A, B, X, Y - simultaneously. However, your attack meter loses power slowly if you don't keep up your barrage on your enemy, so there is added incentive to attack aggressively rather than to cower in the corner, blocking.

## COMMENT



JANE

Tournament Fighters represents games opportunism at its best as Konami combines the success of its long-running Teenage Mutant Ninja Turtles series with the mega-success of Capcom's

Street Fighter II series to make a game that is better than the original SFI, but not quite up to the standard of SFI Turbo.

Where Tournament Fighters is let down is in 'feel'. The combination of garish backgrounds and occasional sprite blur and slowdown make it difficult to recognise whether you've actually socked your opponent where it counts or whether he got in first. Bummer. My only other beef with this otherwise fabo game is that it's much too easy to get the special moves out which kinda robs you of any sense of accomplishment.

On the other hand, Tournament Fighters should make anyone who bought Mortal Kombat feel sick in the stomach. The frantic pace as you try to get your Attack level up, the continuous barrage of different blows and the blistering speed of the game leaves MK for dead, even if the graphics and sound aren't of the same standard.

All of which means that if you're in the market for a rock-hard beat-'em-up, there's only one game better than Tournament Fighters, so BUY, BUY, BUY!

## RATINGS



### BREAKDOWN

STRATEGY	LOW	FAIR	GOOD	HIGH
ACTION	LOW	FAIR	GOOD	HIGH
CHALLENGE	LOW	FAIR	GOOD	HIGH
REFLEXES	LOW	FAIR	GOOD	HIGH
ORIGINALITY	LOW	FAIR	GOOD	HIGH

### LONG-TERM INTEREST

HOUR	LOW	FAIR	GOOD	HIGH
DAY	LOW	FAIR	GOOD	HIGH
WEEK	LOW	FAIR	GOOD	HIGH
MONTH	LOW	FAIR	GOOD	HIGH
YEAR	LOW	FAIR	GOOD	HIGH

### PRESENTATION

★ Choice of game mode, heaps of options and it's all very user friendly.

90

### GRAPHICS

★ Colourful, interesting backgrounds and detailed sprite animation.  
▼ Perhaps a little too colourful, as the sprites are often lost in the backgrounds.

86

### SOUND

★ Clear sampled speech, and lots of it.  
▼ The cheesy tunes are right at home with the Turtles!

80

### PLAYABILITY

★ Fast, responsive and fun!  
▼ Not much tactical skill needed to win.

92

### LASTABILITY

★ Two player competition lasts forever! Eight difficulty levels that get bloody hard!  
▼ Sometimes the computer can be beaten easily by repetitive moves.

89

## OVERALL 90

Tournament Fighters is the second best fighting game available. Do we really need to tell you what's better?



# REVIEW

**Nintendo**  
ENTERTAINMENT  
SYSTEM



## CART SPEC

- BY: TAITO
- RRP: TBA
- RELEASE: SOON
- GAME TYPE: PLT
- CART SIZE: 4 MEG

## GAME INFO

- PLAYERS: 1-2
- CONTROL: Joypad
- GAME DIFFICULTY: Pretty tricky
- CONTINUOUS: 5
- RESPONSIVENESS: Okay
- 1ST DAY SCORE: Reach level 25
- GAME ORIGIN: Sequel to the mega-successful Bubble Bobble.

## CONTROLS

- HOW TO PLAY: Guide your bubble-blowing dinosaur through the single-screen levels of platform doom, capturing all the enemies and taking good care of your three lives.

- A** JUMP
- B** FIRE BUBBLES
- S** START, PAUSE/UNPAUSE
- S** SELECT, NOTHING

Alhh, Bub and Bob, heroes of the fantastic Bubble Bobble trilogy of games. Responsible for saving the world from the terrifying Baron Von Blubba on countless occasions - how do we survive without them? Well, we're about to find out because they're dead. Deceased. History. Bought the farm and are currently contributing to daisy growth therein. Which is a bit of a shame really, as the terrible Skull Brothers have chosen this moment in time to threaten the safety of the planet.

Luckily for everyone else, Bub and Bob managed to start families before coping it, and now their offspring are ready to join battle and defend the good citizens of Earth in the great family tradition. Also in the family tradition, Cub and Rub (for it is they) have been cursed by Gypsies and transformed into tiny bubble blowing dinosaurs. Good job too, really, as only their capturing-enemies-in-bubbles-and-then-transforming-them-into-truth-when-the-bubble-gas-bursts skills can possibly save us now.

## COMMENT



### RAD

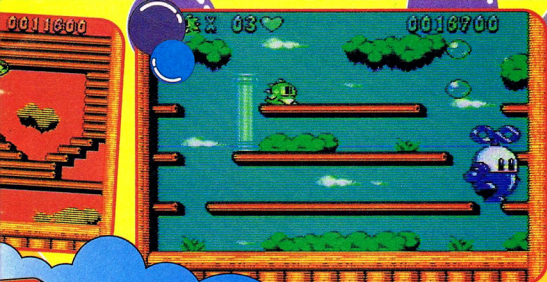
there's a couple of new moves in there, but essentially it's just more of the same. This isn't actually a particularly bad thing, since the original Bubble Bobble was a smart game, but what it does mean is that if you've got the first title and this isn't going to turn your head. However, it is much more challenging than Bubble Bobble 1, so that means if you're still enamoured of the game - or you don't own the first one - this should be right up your alley. It would have been nice to see them trying something really new with the game - maybe by having it scrolling or something - but as it stands Bubble Bobble 2 is a playable title for those not already tired of the concept.



## SPIT, SWALLOW OR RETAIN?

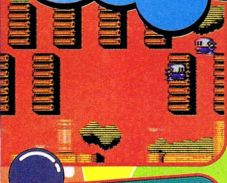
Being second generation cursed dinosaurs, Cub and Rub are blessed with extra powers far beyond those of their forefathers. For starters, as well as exhaling bubbles in singular form, by inhaling really deeply for a few seconds, they expel up to three bubbles at a time! Plus, if a bubble is held in for long enough the brothers are able to float around the screen until they release their breath! Remarkable powers of flight aho!





▲ Aieee! Inoffensive, bubble-blowing dragons! I'm off!

# Bubble Bobble 2



▲ Little monsters gathered from miles around too see Bub's green bubble.



## COMMENT

I'd been waiting for this cart to come in for months, being a big fan of the other two Bubble Bobble titles, but I'm not entirely convinced it was worth the wait. You see there's very little in this game to distinguish it from the original. It seems all Taito have done is to mix elements from both Bubble Bobble 1 and Parasol Stars, and to rather mediocre effect! On a more positive note, the challenge has been upped meaning that the game gets pretty rock after just a few levels. The new abilities are a nice idea too and some of the larger sprites look great. But basically, it's very much more of the same, I'm afraid. Give it a look if you haven't got either of the other two games.

ANDY

## MICHAEL JACKSON

As well as the bubbles Bub and Rub produce out of their gobs, other random bubbles make their presence known throughout the game. These bubbles are generally there to help you, and bursting them reaps unusual nasty-killing effects. Some bubbles release bolts of lightning which flash across the screen. Yet more bubbles blast fires on the platform below, whilst distant cousins of these other bubbles summon mighty tornadoes to rip up the screen. The best bubbles, though, are the star bubbles which release a whirling cloud of stars which whizz around and around the screen. Yippee.

## RATINGS

### BREAKDOWN

STRATEGY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ACTION	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CHALLENGE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
REFLEXES	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ORIGINALITY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	LOW	FAIR	GOOD	HIGH

### LONG-TERM INTEREST

HOURLY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DAILY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
WEEKLY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MONTHLY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
YEARLY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	LOW	FAIR	GOOD	HIGH

### PRESENTATION

▲ Nice intro sequence and continue screen.

▼ No options.

79

### GRAPHICS

▲ Brilliant animation on the main sprite and great use of colour.

▼ Enemies can be a bit stiff.

81

### SOUND

▲ Lots of tunes and effects, for sure.

▼ But they're quite boopy.

64

### PLAYABILITY

▲ Quite fast moving and furious to play.

▼ Jumps are a bit floppy, and it's nothing new.

87

### LASTABILITY

▲ Both big and, indeed, hard.

▼ Might not hold your interest if you've got the original.

83

## OVERALL

84

A fun game, but one which Bubble Bobble 1 owners might not find particularly enthralling.



# REVIEW

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



## CART SPEC

- **BY:** LASER BEAM
- **RRP:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** SHT
- **CART SIZE:** 8 MEG

## GAME INFO

- **PLAYERS:**  
One
- **CONTROL:**  
Joypad
- **GAME DIFFICULTY:**  
Medium
- **CONTINUES:**  
Infinite
- **RESPONSIVENESS:**  
Medium
- **1ST DAY SCORE:**  
Finish the third mission
- **GAME ORIGIN:**  
Based on an original game revived and recreated for the Super NES

## CONTROLS

● **HOW TO PLAY:**  
Pilot your helicopter through the various levels in an attempt to rescue as many POWs as you can while avoiding enemy fire.

- A** Nothing
- B** Fires autocannon
- X** Fires special weapon
- Y** Selects special weapon
- Left:** Rotates helicopter to the left
- Right:** Rotates helicopter to the right
- Start:** Pause the game
- S** Select: Nothing

# CHOPLIFTER 3

## Rescue & Survive

War. It sucks. Really, what's the point of causing countless deaths and massive destruction? A few extra square kilometres of a neighbouring country's land hardly seems justification, even if it does seem to inspire some good video games. Also, if it wasn't for war, we wouldn't have John Wayne movies, so Rod wouldn't have anything to watch on Sunday afternoons! The main objective of Choplifter III is to rescue POWs trapped behind enemy lines. Unfortunately, for humanitarians, this requires the removal of enemy troops bent on stopping you, so you'll have to, well, kill them. Yes, kill them. KILL 'EM ALL!!! After all, they've probably been torturing your captive friends, so spare no mercy in eradicating the vicious scum from the face of the planet!

## IN A FIX

In the course of your mission, you may find your helicopter in less than perfect condition due to gunfire from the opposition, or as a result of your less-than-competent flying abilities, that is, crashing into mountains! So, when your armour drops to low levels, it's time to look for a friendly garage for repairs.

Initially, they are easily located, but, as the game progresses and the terrain and landscape changes, these become harder to find. Unfortunately, the mechanics will only fix your craft a certain number of times before they walk off the job and won't appear again until your next mission.







## SPECIAL WEAPONS

You start off with only a 30mm Gatling autocannon and a few conventional bombs. As you play through the mission, you can locate and collect other goodies to expand your offense. These upgrades will come in the form of crates parachuting down from the skies. Blast open the crates and you will determine the actual weapon that you can collect.

## HEY, HO, A-SHOOTIN' WE WILL GO!

**30mm Autocannon:** This is your main weapon and comes with unlimited ammo.

**Conventional Bomb:** These 500kg explosive packages are used to destroy tanks and buildings, and they drop directly on top of your target.

**Napalm Bomb:** Like the conventional bomb. However, upon detonation they raze the ground with white-hot thermite fragments.

**Sidewinder:** Air-to-Air fired horizontally across the screen to hit targets where ordinary bombs cannot reach.

**Guided missile:** Conventional bomb with a laser guidance system mounted in its nose.

**Tactical Nuclear Bomb:** The most powerful weapons of all. On detonation, they destroy everything on the screen.

**Chaff:** This is a defensive countermeasure that prematurely detonates guided missiles launched towards you.

**Inertia Field:** Temporarily surround your craft with an invincibility force.

**Ladder:** Your standard run-of-the-mill rope ladder with light alloy rungs. You will encounter situations where you have no place to land to pick up POWs.

## RATINGS

### BREAKDOWN

STRATEGY	
ACTION	
CHALLENGE	
REFLEXES	
ORIGINALITY	
	LOW FAIR GOOD HIGH

### LONG-TERM INTEREST

HOUR	
DAY	
WEEK	
MONTH	
YEAR	
	LOW FAIR GOOD HIGH

### PRESENTATION

▲ Good features and options and, for once, an easy-to-use password screen.

74

### GRAPHICS

▲ Sprites are generally well-detailed...  
▼ But they could have been bigger and the backgrounds are just a bit too sparse.

62

### SOUND

▼ Music is as plain as crackers. Definitely not the kind to set your heart a-pumpin'.

54

### PLAYABILITY

▲ Good controls and fast, fluid action.  
▼ Generally pretty repetitive, and a little dull.

76

### LASTABILITY

▲ Quite challenging...  
▼ But not enthralling.

70

OVERALL 72

A worthy attempt, but the game still lacks that special something.

## COMMENT



MICHAEL

Choplifter III is extremely average, though some of the backgrounds are good. The sound is nothing to write home about and some of the musical

scores don't gird your loins for action. The gameplay handles quite nicely though, but there just aren't many new features.

Having a password system and a selection of difficulty levels is about the most positive thing I can say about it. There is nothing really wrong with the game - it's just that there isn't a lot more to do other than rescue people and shoot at things. It lacks the depth that other helicopter-based games, like Desert Strike, possess. Still, if you just want to blast away at things, then this is the game to go. It's straightforward, but effective.



# REVIEW

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

**SUPER STAR**  
**EMPIRE**  
**STRIKES BACK**  
WARRIOR

## CART SPEC

- BY: JVC
- RRP: TBA
- RELEASE: FEBRUARY
- GAME TYPE: PLT
- CART SIZE: 16 MEG

## GAME INFO

- **PLAYERS:**  
1
- **CONTROL:**  
Joypad
- **GAME DIFFICULTY:**  
Not too easy
- **CONTINUES:**  
Password
- **RESPONSIVENESS:**  
Not right good
- **1ST DAY SCORE:**  
Didn't throw it out the window
- **GAME ORIGIN:**  
Based upon a top film!

## CONTROLS

- **HOW TO PLAY:**  
Guide Luke/Han/Chewie through umpteen levels of Star Wars similarities. Yowwww!

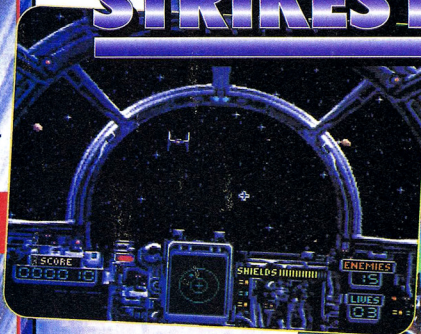
- A** JUMP
- B** ATTACK
- X** CHANGE WEAPON
- Y** USE FORCE POWER
- L/R** L: SELECT FORCE  
R: SELECT FORCE
- S** START: START/PAUSE  
SELECT: NO FUNCTION

Who'd have thought the mild, gentlemanly sport of cricket could be responsible for an intergalactic war? The sport where no-one even breaks into a sweat, let alone raises their voice, has a reputation of being one of the softest games in the world. However, one single fateful three-day test was wholly responsible for a conflict spanning the vast entirety of space.

It all started one Sunday, when the teams of the Under Slapbottom cricket league met for their regular pre-lunch innings. Ken Keithkins was in to bat against crack bowler Alan Barrysmith the milkman. A controversial LBW decision spelt disaster as fiery-tempered Keithkins the newsagent THUMPED the ground with his bat, SHOUTED arguments at the umpire and finally KICKED the balls over.

This was far too much for the short-fused regulator, The High Emperor of Evilness, who immediately called in his legions of stormtroopers to destroy the Rebel scum. Yes - the Empire Strikes Back! ©Absolutely Crap Intros Plc, Radio Automatic 1993).

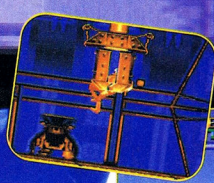
# SUPER THE EMPIRE STRIKES BACK



▲ This is the fun part of the game where, as Chewbacca, you get to wreck your revenge on Santa Claus for all the times he brought you fuzzy felties instead of a shiny new Super NES.







# Exclusive®

Witness the terrible damage as Luke, safe behind his newly-acquired shield, blasts the living statue out of the local wildlife. What a nice little man he is, eh readers!



A PRESENCE I'VE NOT  
SMELT SINCE...

The characters in the game have certain advantages over their celluloid counterparts. Mind you this is a pretty good thing, as you have to play the game - whereas you just watched the flick and everything sorted itself out with no help from the observer. In true platform style, shooting enemies in Empire Strikes Back encourages them to drop power-ups. Grab these little icons and the following neat effects can be yours.

**POINTS MULTIPLIER:** Nab this and get a points bonus at the end of the level. The more of these icons you steal, the more multiplied your score is. This is obviously the icon for highscore-types.

**WEAPON POWER:** These lovely fellows up the power of your chosen combat instrument. Well, in fact they up the power of *their* chosen combat instrument, dictated by the little picture of the icon

**SHIELDS:** Stop those pesky Imperial forces/sceneries from damaging your little bloke by collecting these temporary shields. It's easy to tell when they're running out because they begin to fade and falter, so you'll know to start being careful again.

**LITTLE HEARTS:** These tiny chaps replenish a little bit of your energy bar, thus healing a small amount of damage you have incurred.

**BIG HEARTS:** These Arthur Askey-esque icons act in the same way as little hearts, but they replenish far more of your Space Opera-type's energy bar.

**HEALTH SWORD:** Acts in a similar way to the hearts, but actually extends the length (and girth) of your energy bar - represented on screen by a light sabre. Wow!





# REVIEW

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



▲ Gahl Caught short in the middle of an alien beast assault. I really must do something about that prostate.



## COMMENT

**TIM**

Converting a whole film trilogy, especially one as spectacular and well-known as the Star Wars series, to a console is a rather ambitious task. However, JVC managed to pull off the first instalment fairly well. Sadly, they've played it a bit too safe with the sequel and stuck to the same formula. By this I don't just mean platforms-with-flying-bits, I mean almost exactly the same levels. The one-man assault on the AT-AT is eerily reminiscent of the Sandcrawler level in Super Star Wars, with the struggle to reach the entrance at the top first of all, and then the multi-level battle once inside. The Snow Speeder section is too much like the Land Speeder level for comfort, although the feeling of movement is much better. Still, if solid platform action is what you crave and you enjoyed SSW and want more of the same, take a good look, but don't expect anything new.

## HE'S MORE MACHINE NOW

As well as rear-view flight sequences, there are also a couple of other flying levels in Super Empire Strikes Back. First up is another Snow Speeder section, which sees Luke zooming towards the last AT-AT walker in a desperate last ditch try at destroying it with his bare hands. This bit is viewed side on, and, as well as Jet Bikes, pits Luke against Jet Packing Stormtroopers too. Send this Walker to Boot Hill and the player enters another flight stage, this time with a cockpit view. The Millennium Falcon has to negotiate an asteroid field, but as well as blasting the asteroids heading your way, you also have to destroy a set number of TIE Fighters which have rashly followed you. Regular up and down controls are used here, which makes it a bit confusing after the reversed-control scheme of the previous airborne level.

## COMMENT



**ANDREW**

Super Star Wars was one of last year's most popular games and

everybody's been waiting for Super Empire Strikes Back. Well, it's bigger, better and harder than it's prequel, but is still essentially the same game. You have a whole lot of tricky platform bits interspersed with horizontal and 3D shooting bits. The platform bits are even trickier and longer than in SSW - it takes ages just to get back to the Rebel base camp on Hoth! The 3D bits look much better and are harder, although the side-on shooting bits are a waste of time. It's a shame that starting off in Hoth is so tricky due to the slippery nature of the ice, as the high initial difficulty may put a lot of players off. However, if you stick with it SE5B proves both enjoyable and highly challenging, and I found the "just one more go" factor a strong force, but if you weren't over-joyed by SSW, look elsewhere.

## RATINGS

### BREAKDOWN

STRATEGY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ACTION	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CHALLENGE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
REFLEXES	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ORIGINALITY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	LOW	FAIR	GOOD	HIGH

### LONG-TERM INTEREST

HOOR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DAY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
WEEK	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MONTH	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
YEAR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	LOW	FAIR	GOOD	HIGH

### PRESENTATION

▲ Lots of digitised stills and things between levels and atmospheric touches. Plus plenty options and a password system.

▼ Digitised stills aren't really that hot.

92

### GRAPHICS

▲ Still sprites can actually look alright, nicely detailed and what have you.

▼ Sadly, the jerky animation means you can't really focus on anything.

88

### SOUND

▲ All the films tunes and effects are reproduced here...

▼ But not as well as they could have been.

92

### PLAYABILITY

▲ Plenty of action for all you would-be Jedi Knights.

▼ Sloppy controls and predictable levels.

83

### LASTABILITY

▲ It's very big indeed, and nicely challenging in Hard mode.

▼ But there's a password system, which makes it easier, and you may not have the inkling to complete it.

90

## OVERALL

86

Potentially great, but flawed by the controls.

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# LET'S make some JAM

NBA Jam is, undoubtedly, the most awaited Super NES game of the year. Fuelled by the awesome success of the arcade game, this stompin' two-on-two from Acclaim has caused more feverish hand-clapping and brow-knitting in the NMS office than any other game - ever!

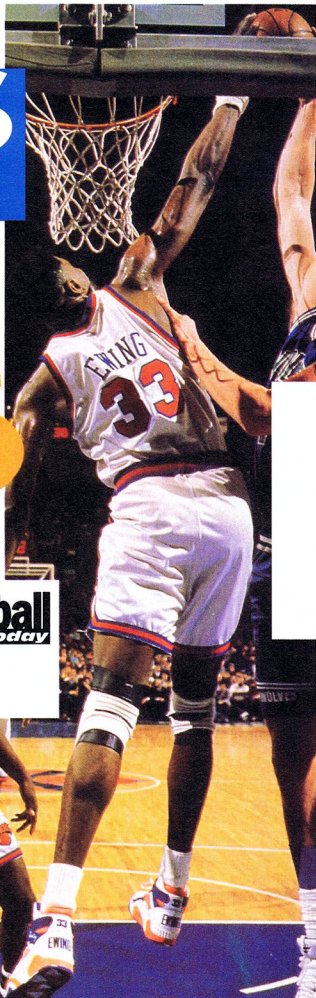
So it is with mucho pride and maximum thrill factor that NMS announces the chance for you to win one of three NBA Jam Session packs, or heaps of runners-up prizes, to celebrate the impending release of this mega-basketball game.

All you have to do is ring the number shown below and answer a few questions about the NBA league. You can win a copy of Super NES NBA Jam courtesy of Metro Games, a cool NBA cap from Top Heavy (who have loads of other juicy NBA gear, too), a NBL Baskerobics kit from Mushroom Records, a year's subscription to One On One (Australia's radical monthly basketball magazine), a year's subscription to Pro Basketball Today (out weekly by the same people who do One On One) and (gasp!) whatever else we can grub together!



**PRO Basketball today**

**CALL 0055 65 655\* TO WIN!**



## CONDITIONS OF ENTRY

The promoter is Trielle Corporation, 363a Pitt St, Sydney NSW 2000 (ACN 003 330 392). Entry is open to all residents of Australia with the following exceptions. Officers or employees and the immediate families of the promoter, its advertising, sales promotion agency and printers are not eligible to enter. Entries close by the end of the working day Wednesday, 27 April, 1994. The winners' name will be published in a future issue of the Nintendo Magazine System. Prizes are not transferable nor are they redeemable in cash. The judges decision is final and no correspondence will be entered into. Information on how to enter forms part of these conditions of entry. The contest is a game of skill, not chance, and as such all entries will be judged on merit. © 1993 Nintendo Co., Ltd. All rights reserved.

\* Legion Telecall Premium Rate 25 cents buys 21.4 seconds.



# REVIEW

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



## CART SPEC

- BY: IREM
- RRP: \$119
- RELEASE: MARCH
- GAME TYPE: SHT
- CART SIZE: 16 MEG

## GAME INFO

- **PLAYERS:** 1-2 alternately
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** Medium
- **CONTINUES:** Infinite
- **RESPONSIVENESS:** Sharp
- **1ST DAY SCORE:** Reach level 3
- **GAME ORIGIN:** Second Super NES version of Irem's arcade classic shooter

## CONTROLS

- **HOW TO PLAY:** Shoot everything in sight without crashing into anything!

- A** Launch/retrieve weapon system
- B** Same as A
- X** Rapid fire
- Y** Single shot. Hold down to build up shot power
- L/R** Left: Nothing  
Right: Select Hyper Shot
- S** Start: Starts/pauses game  
Select: Nothing

# R-Type III

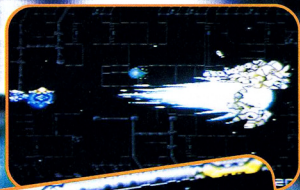
## The Third



## DEVIOUS DEVICES

At the start of the game, you are given the choice between three types of weapon systems, each with different properties. These devices attach to the fore or aft of your craft, and can be manipulated for defensive purposes by judicious use of the B or A button. There are also three types of weapon power-ups to be collected throughout the game, and each has advantages and disadvantages against the various enemies.

**RED** power-ups give you good horizontal air-to-air weapons. **BLUE** power-ups give you a spreading weapon. **YELLOW** power-ups give you a homing or bomb-type weapon.





Blast off and strike the evil Bydo empire! This is your mission, and this time you had better get it right! After all, the fact that there is an R-Type III can only mean that the previous missions to banish the evil Bydos have been failures. Well, this time you have the advantage of new technology, there are three variable weapon systems to add to the already up-graded offensive capabilities of your R-Type fighter, and you know the enemy better now. So take off and destroy the evil bio-mechanical mutated space monsters that are the Bydo, once and for all. "This time for sure!", as a stupid moose used to say.

# Lighting

## POWER-UP, AND UP, AND UP, AND UP!

When you hold down the fire button, a gauge at the bottom of the screen starts building up. When the button is released, so is the shot, and if you hold down until it's flashing you will unleash a huge blast which goes through everything in its path, destroying all!

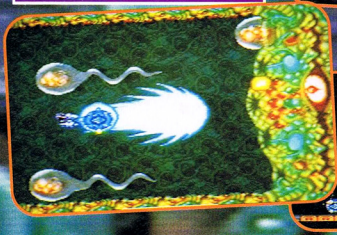
A Hyper power-up can be selected by pressing the R button and charging up, and allows you to send off a continuous volley of blasts for a short period of time.



▲ Please, I'm having enough trouble with the lobster! (© Homer Simpson)



▲ This orbiting shield protects you, but not for long.



## COMMENT



**SKULL**

R-Type III has lots of weapons, big bosses, a few neat graphical effects, but, unfortunately, so does every other shooter on the market. There's nothing wrong with the controls, though; it's just that R-Type III offers nothing new in the way of gameplay or graphics. The rotation in the first level is good, but there's not much of it, and the graphics are way below the standard of Irem's arcade games, such as In The Hunt. The music is pretty sad and, as Amos would say, sounds like the generic rockin' shooter soundtrack. While some people may get sick of this game quickly, it's an improvement on the original. The problem is that for straight out shootin' action, you can't go past Parodius or UN Squadron.

## RATINGS

### BREAKDOWN

STRATEGY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ACTION	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
CHALLENGE	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
REFLEXES	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
ORIGINALITY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	LOW	FAIR	GOOD	HIGH

### LONG-TERM INTEREST

HOUR	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
DAY	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
WEEK	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
MONTH	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
YEAR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	LOW	FAIR	GOOD	HIGH

### PRESENTATION

- ▲ Loads of weapons to play with.
- ▼ Nothing spectacular.

**73**

### GRAPHICS

- ▲ Rotation and scaling spices things up.
- ▼ Some of the levels are a bit empty and repetitive looking.

**76**

### SOUND

- ▼ Barely inspiring soundtrack.

**64**

### PLAYABILITY

- ▲ Many tough, tricky bits that require skill to get around...
- ▼ But the action is slow and generally easy.

**84**

### LASTABILITY

- ▼ Boredom sets in after playing for a while. There is nothing interesting to come back to look at again, despite the infinite continues on offer.

**73**

**OVERALL 79**

A good shooter, but nothing to get hot and bothered about. Another legendary name bites the dust.



# REVIEW

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



## CART SPEC

- BY: IREM
- RRP: \$119
- RELEASE: MARCH
- GAME TYPE: SPT
- CART SIZE: 4 MEG

## GAME INFO

- **PLAYERS:**  
Up to four alternately
- **CONTROL:**  
Joypad
- **GAME DIFFICULTY:**  
Easy
- **CONTINUUS:**  
Infinite
- **RESPONSIVENESS:**  
Good
- **1ST DAY SCORE:**  
Beat the computer in Tournament mode
- **GAME ORIGIN:**  
Based on the sport that ruins a good walk

## CONTROLS

- **HOW TO PLAY:**  
Fiddle with your options to produce a variety of staggeringly great shots.

- A** Shoot
- B** Select mode; skip screen; move cursor right
- X** Go back one screen; cancel name
- Y** Go back one screen; cancel name
- L/R** Move cursor left/right
- S** Start: Open/close score window  
Select: Nothing

# MAJORITY

The sun is shining brightly, the birds are singing, the smell of freshly mowed grass is tantalising your nostrils. Obviously, it's a great day to go out and earn bucketloads of money for wearing brightly coloured clothing and hitting a little ball with a big stick. It's time to win... to-dah... a Major Golf Title!

## FORE-PLAY

Unlike any other golf game we've played, Major Title restricts you to using one of only four different players who, while having quite different characteristics, are all easy to master. They are the attractively titled Mr LongShot, Mr EvenHand, Ms StrongGreen and Mr CurveClub. They are all extremely ugly and have dodgy haircuts.



◀ The lack of options while putting is a definite minus. It's too bloody simple. Where's the craft? Where's the skill?



## LAST TOILET FOR 18 HOLES!

There are four different game modes; Match Play, Tournament, Stroke Play and Skins. As with the players, all are easy to master, though playing Skins or Match Play will give you the odd thrill at the bitter unfairness of it all as a fluke shot from your opponent snatches victory from your grasp. Unfortunately, you have to play each mode on the same 18 hole course. That's right, there is only one course to play on and it's dead easy! Boring!

▲ Moola!  
Moola! The Skins game can become very tense when the prizemoney jackpots.





# ROLE

## NAIL-BITING TERROR!

In Tournament mode, a raging purple monster awaits you at the 19th hole, ready to seriously maim any golfer who might stray too far from the fairway. If you do encounter this demon, the best defence is to batter a 4 Wood repeatedly against his head and play your ball while he is stunned.



▲ Deeeep in the woods, a funeral is swinging... © Nick Cave



▲ Rod shows off his new gym-toned thighs with this daring short skirt. And check out the chest muscles!

## WIDE-EYED AND SWINGING!

You use a combination of spin (hitting the ball either high or low to put on top-spin or back-spin) and stance to decide whether you are going to slice or hook or put the ball up high or low. Whatever you decide, you will never get lost because a massive Out Of Bounds area surrounds each hole. A dud shot will see you restarting, one stroke down, from your original position.



ROD

### COMMENT

The pity of Major Title is that when you start it up it looks so good that you're sure it's going to be a really good golf game. Unfortunately, it turns out to be yet another case of a sheep in very tacky wolf's clothing.

The overall lack of options (four player settings and only one golf course - I mean, really?!) and the ease with which you can birdie most holes robs Major Title of any challenge at all. And, crucially, it is on the putting green, where you are limited by the least amount of options available, that it is easiest to shoot incredible putts.

Why bother wasting more words on it. Buy PGA Tour instead.

## RATINGS



### BREAKDOWN

STRATEGY	■	■	■	■	■
ACTION	■	■	■	■	■
CHALLENGE	■	■	■	■	■
REFLEXES	■	■	■	■	■
ORIGINALITY	■	■	■	■	■
	LOW	FAIR	GOOD	HIGH	

### LONG-TERM INTEREST

HOUR	■	■	■	■	■
DAY	■	■	■	■	■
WEEK	■	■	■	■	■
MONTH	■	■	■	■	■
YEAR	■	■	■	■	■
	LOW	FAIR	GOOD	HIGH	

### PRESENTATION

75

- ▲ Initially pleasing array of options and crisp graphics impress.
- ▼ It's all window-dressing.

### GRAPHICS

85

- ▲ Nicely drawn screens with lots of info on the fairway. The golf ball well-animated.
- ▼ No victory screens worth speaking of.

### SOUND

70

- ▲ Enough tunes to change the pace and the occasional digitised cry of support.
- ▼ Like the rest of the game, it's all too predictable.

### PLAYABILITY

80

- ▲ Extremely easy to play.
- ▼ There are too few margins for error, particularly when putting, making it too easy.

### LASTABILITY

59

- ▲ A good introduction to golf for younger players.
- ▼ Only four players to choose from, only one course to play on, and a computer that would rather roll over and play dead than play golf.

## OVERALL 61

Major Title is simply too easy to be at all exciting. More of a Major Disappointment than anything else.



# REVIEW

**Nintendo**  
ENTERTAINMENT  
SYSTEM



## CART SPEC

- BY: HAL
- RRP: TBA
- RELEASE: TBA
- GAME TYPE: PLT
- CART SIZE: 6 MEG

## GAME INFO

- PLAYERS: 1
- CONTROL: Joypad
- GAME DIFFICULTY: Easy
- CONTINUUM: Unlimited
- SKILL LEVELS: 1
- RESPONSIVENESS:

Very Good

● 1ST DAY SCORE:

193800

● GAME ORIGIN:

Kirby is the creation of Shigeru Miyamoto - the man responsible for producing such Nintendo classics as Zelda and even StarWing! Oh, and Mario of course.

## CONTROLS

● HOW TO PLAY:

Walk, jump and fly Kirby through the eight worlds which form Dreamland. Absorb the powers of Lord Nightmare's troops and use them for his own purpose.

**A**

Allows Kirby to jump.

**B**

Activate suction/special power.

**S**

START: Starts and pauses the game.

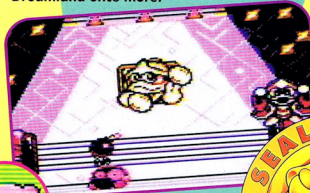
**S**

SELECT: Release special power.

Each Morning when Kirby - the pink marshmallow hero of Dreamland - awakes he dresses himself with little else than a smile and pays his respects to the 'Fountain of Dreams'. This hallowed monument of Dreamland contains a magic rod at its centre and is the source of all happiness and goodwill - a beacon reminding all Dreamlanders that good is best and that bad is terrible. You see, it is the duty of all Dreamfolk to make sure humans have happy and jolly dreams, and the fountain makes this task possible.

For quite some time, King Dedede - a power-crazed duck - has observed this jolly charade with interest, and simply cannot resist the temptation of stealing the Fountain's centrepiece - if only to see what happens when he does. Unfortunately, disaster follows! No sooner is the magic rod nicked, than the evil Lord of Nightmare bursts into Dreamland and takes over! Without the Fountain's protection Dreamland is helpless and the thousands of tiny Dreamlanders flee to the hills as this wicked ruler and his cohorts raid their farms and villages! Only Kirby can save us now!

This is the follow-up to Kirby's critically acclaimed Game Boy debut. Now NES players have the opportunity to guide this delightful character to victory, using Kirby's many special abilities to retrieve the magic rod, banish Lord Nightmare and bring peace back to Dreamland once more.



▲ That wicked Dedede! Why I oughta...!



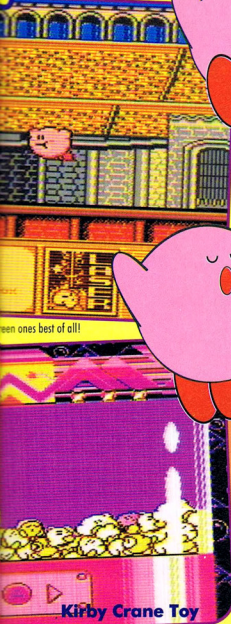
▲ Awe cheers Kirby! I like this



CREDIT 2



# BYE NATURE



▲ Jeepers! I never noticed this door being here before.

## OPEN UP!

If there's just one thing that really frustrates Kirby it's being locked out of a place that he longs to visit! Keep him smiling by searching for secret rooms which may contain switch palaces - these provide access to hidden areas on the map. On other occasions, Kirby stumbles across a solid wall but often all is not what it seems. Using his sword to detonate any nearby explosives, the wall is magically reduced to rubble. Ingenious!



## REVIEW

### Nintendo

ENTERTAINMENT SYSTEM

## COMMENT

Once again I am ecstatic to report that Kirby's latest venture is absolutely incredible! He's brilliant! He's amazing!

### PAUL

He's the best platform hero ever! He is! There's nothing he cannot do and this is proved by his casual use of sixteen (count 'em) different abilities with over forty lands from eight worlds! This latest adventure may not have the same amount of depth as Super Mario Bros III but the overall presentation and feel is far superior. Suddenly Kirby opens the window on the stifling NES market, lets a breath of fresh air rush in and makes everything exciting again. It is an easy game when compared to something like the Castlevania series but then Kirby's adventure is infinitely more fun to play. Shigeru Miyamoto is certainly guaranteeing his next massive fortune with little Kirby and I can account for at least a small part of it already as the copy used in this review now belongs to me. Seek out a Kirby of your own as soon as possible!

## SING IT, KIRBY! SING IT!!

In addition to the exploration levels there are three bonus areas for Kirby's assistance and general delight.

**Kirby Crane Toy:** One of the ways of gaining an extra credit or four is by skillfully manoeuvring the crane, snatching a cuddly Kirby and dropping it down the chute.

**Cluck Luck:** King Dedede joins in the fun for a manic game of catch the egg. Thirty eggs are tossed Kirby's way and his bonus score depends on how many he swallows. The situation is made more difficult by Dedede sneaking the occasional bomb into the proceedings.

Bomb swallowing brings the fun to an explosive end!

**Quick Draw Kirby:** A stetson-hatted Kirby is pitted against a selection of Lord Nightmare's hottest gunfighters - the quickest on the draw wins! The more fighters that Kirby beats to the trigger the higher the reward.



# REVIEW

**Nintendo**  
ENTERTAINMENT  
SYSTEM



▲ A ship-shape Kirby prepares to set sail.

## COMMENT



Whilst, unlike Paul, I'm not about to start bowing down before Kirby effigies, it must be

**RAD** said that he's probably the best video game character ever designed. There's so much he can do that the standard platform environment needs a bit of a rethink so as not to confine him. Kirby's first NES outing is inspiring, after months of seeing nothing but one platform clone after another, it's refreshing to play something this original. Originality isn't Kirby's only strong point though, the game is incredibly well presented and, most importantly, one of the most enjoyable going. However, whilst Kirby may be more playable than Mario 3 (which it is), the big downfall is the difficulty setting. With the infinite continues and the pass-word system, it's an absolute piece of cake to complete, which is a real shame. Alright, there's a lot to see and loads of bonus rooms and such, it really is a big game but the actual challenge of the game won't keep you going for long. If you tire of a game the second you complete it, I couldn't really recommend Kirby, but most regular players should be drawn back by all the undiscovered secret areas and the sheer playability of the title.

# KIRBY! KIRBY! KIRBY!

Judging by this enormous 6-meg cart it seems that there is very little holding this little chap back from doing absolutely anything he wants. Kirby impresses and distresses most other platform heroes with his boundless skills. His primary talent is his ability to inhale air and transform into a bizarre, balloon-type menace to Nightmare's henchmen. Kirby then uses the puff of air as a close-range missile, but he also has several other strings to his bow!

**1. Skidding:** By pressing jump and down simultaneously Kirby executes a wicked sliding-kick attack

**2. Swimming:** Kirby swims and squirts water at his enemies for defence.

**3. Swinging:** Kirby steals microphones from the alarm clock-type baddies. He then voices his dulcet tones which shatter all enemies on screen.

**4. Parasol:** If umbrella wielding scum are absorbed, Kirby is armed with a broly! This an excellent tool for thwacking goons over the head and it slows Kirby's fall when leaping from great heights.

**5. Fire:** Interestingly enough, eating dragons gives him breath of fire.

**6. Sword:** Knights carry swords. They attack with them too but Kirby steals their weapons for himself!

**7. Needle:** We almost jumped out of our seats the first time Kirby performed this scary trick! Some of his enemies impart the ability for Kirby's transformation into a mass of spikes. Nasty!

**8. Rock:** Kirby kills his enemies stone dead with this particular technique.

**9. Hammer:** Beating large Gorillas rewards Kirby with a huge hammer to crack over the baddies' heads. Oyayah!

**10. Back-drop:** Stag Beetles are the source of Kirby's spectacular wrestling-style moves. Look out for his spectacular backbreaking suplex manoeuvre. Reel!

**11. Crash:** By swallowing the walking bombs Kirby gains this 'crash' ability which sends dozens of Super Kirbys zipping about the place, killing everything in sight!

**12. Spark:** Kirby clenches his tiny fists and grits his miniature milk teeth as sparks fizz and pop about him, singing any Nightmare scum.

**13. Freeze:** Has the opposite effect of Spark but is performed identically. Kirby's enemies turn into ice blocks which our hero may push at others in his way.

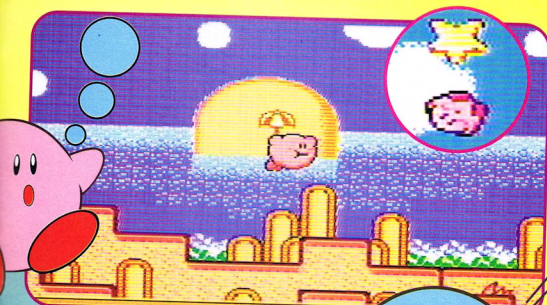
**14. Burning:** Kirby becomes a Dreamlandic torch, reducing his foes to ashes.

**15. Wheel:** Roll over Lord Nightmare! Kirby adds new meaning to getting tired and leaves many of Nightmare's pals flat out.

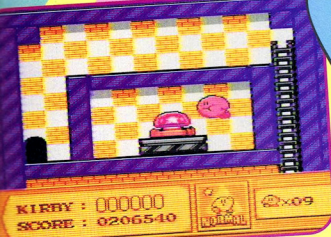
**16. Hi-Jump:** Scaling heights is easier using this hi-jump technique.



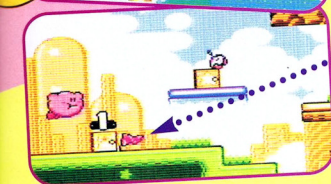




▲ Kirby demonstrates the adverse effects of too much Angel Delight!



▲ Slurp! That cake sure looks tasty, but I'm stuffed!



## STAR WANGLED BANNERS

Upon the completion of each level Kirby is met with a star-spangled doorway with two big surprises in store. At least they're surprises the first time around!

### How high can you try?:

Immediately on the other side of the doorway is a magical platform that catapults Kirby into the air. As he shoots skyward, Kirby passes seven bonus platforms. Should he attain the top notch he gains a whole extra credit to enjoy. The remaining six merely provide bonus points - all excepting platform seven where a fellow Dreamlander reminds Kirby about the benefits of pressing the jump button to gain extra height! Why, of all the nerve!

**Demolition:** As soon as Kirby leaves a completed world he is rewarded with a red banner. This is his claim to victory and he spikes it proudly into the ground as he exits. To further celebrate his achievement a whole new area of the world is revealed before his very eyes!

## RATINGS

### BREAKDOWN

STRATEGY					
ACTION					
CHALLENGE					
REFLEXES					
ORIGINALITY					
	LOW	FAR	GOOD	BEST	

### LONG-TERM INTEREST

200%					
DAY					
WEEK					
MONTH					
YEAR					
	LOW	FAR	GOOD	BEST	

### PRESENTATION

▲ Among the most incredible presentation ever witnessed for an NES game. Three saved positions and borders of incidental screens make the package complete.

97

### GRAPHICS

▲ Better than Mario? We think so! The graphics are minutely detailed and beautifully coloured. Kirby is perfectly animated. He's just incredible - words fail us.

98

### SOUND

▲ The cart is worth buying just to hear Kirby sing, but the rest of the sound effects and jolly ditties are irresistible too.

95

### PLAYABILITY

▲ A beautifully crafted control system. Kirby knows no limits!

94

### LASTABILITY

▲ The fun element is strong enough to survive for months after completion.

▼ Unfortunately for the more accomplished gamers, Kirby's Dreamland is so easily exhausted.

78

## OVERALL

What could have been the best platform game on the NES is tarnished by ease of play. However Kirby is arguably the best character on the NES ever!

93



# REVIEW

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

## SKYBLAZER

### CART SPEC

BY: SONY  
PRICE: \$89.95  
RELEASE: OUT NOW  
GAME TYPE: PLATFORM  
CART SIZE: 8 MEG

### GAME INFO

**PLAYERS:**  
One  
**CONTROL:**  
Joypad  
**GAME DIFFICULTY:**  
Medium  
**CONTINUES:**  
Infinite  
**RESPONSIVENESS:**  
Good  
**1ST DAY SCORE:**  
Finish area 4  
**GAME ORIGIN:**  
The ident-i-kit platform game manual

### CONTROLS

**HOW TO PLAY**  
Roam the land and defeat baddies - don't let them take over the world! Also negotiate death-inducing obstacles.

**A**

Not a lot!

**B**

Jump/superjump (keep button pressed)

**X**

Special attack

**Y**

Punch/kick

**L/R**

L: Nothing  
R: Selects special attack

**S**

Start button: Pause/unpause game.  
Select button: Sod all!



Reglan, King of Destruction, has instructed Ashura, Lord of War, to unleash his legion of evil creatures onto the world above and conquer it! Only you, Skyblazer, a loincloth-wearing, spikey-haired super hero

kinda guy, stands a chance of preventing such a terrible fate to fall on our land.

Ashura, being a butt-kissing type of demon, has also captured a groovy blonde sorceress/babe to be sacrificed for his boss' pleasure.

Rescue her and hopefully get a date out of it!

Isn't it funny how all game maps look the same. Nice, straight paths and ordered rows of trees.



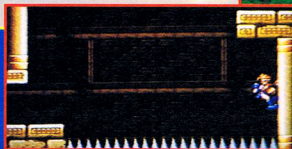
Bigger off, Sky! She's my date tonight!

### WE HAVE EVERYTHING YOU NEED

Initially, you can unleash a wide arc of energy which goes "schweeel" and wipes out everything in its path. Very satisfying. You will acquire different attacks later on. These include a Comet Flash, whereby you can charge at enemies enveloped by energy that makes you impervious to harm, making them very sorry suckers, indeed; Star Field, a multi-directional goon-waster and Meditation, which induces a state of narcolepsy in your enemies. The ultimate power is Fiery Phoenix, where you transform into a flaming bird and reduce enemies you contact into smouldering cinders. Attack methods are selected by using the R button.



Take that! You big, ugly ball of purpleness!





# LAZER

## WHO'S THAT OLD GEEZER?

In event of sudden death, you encounter a rather crusty old man with a stick who will ramble on about matters incomprehensible. Skip all that hogwash! He even calls you a whelp! What a git. He does, however, show you a password.



The old geezer is a mean old git, and always cheats at this board game.

## THE SPHINCTER FACTOR BEGINS!

The first few stages of Sky Blazer are so easy that even Donna '90210' Martin could breeze through it! Fortunately, things get a bit tougher later on. Take, for instance, the Tower of the Taralisk.

Jump from step to step (watch out - some disappear!) on the outside of the tower to reach rooms with bonuses, as well as climbing up interior chambers with crushing walls, spikes and a plethora of enemies to fight! A few very tricky jumps are required at times and, at the top, you face one mutha of a boss. Keep your cool; the fun truly begins here!



Hmmm, I think I'll plunge into this vat of burning fat...

## KEEP 'EM UP, SONNY BOY!

Your special attack ability and energy levels are not unlimited so collect the red triangular shapes that you come across to keep the attack level up, and the green globes to replenish your energy. You'll also notice diamonds in the air in your travels. Collect 100 diamond units to get a One-Up. All these pickups are also left by enemies that you've wasted so have a good look around before you charge across the screen!



There's one of those red-triangular things. On the wrong side of the wall.

## COMMENT



## AMOS

Despite the easy early stages of Skyblazer, a potential yawn-fest is avoided as both the action and graphics improve in the later stages and completing areas and destroying bosses becomes more of a challenge - the Revolving Door Boss is pretty inspired. Otherwise, this is platformer has very few bells and whistles worth mentioning.

Sky's permanently blowin' 'in-the-wind hairdo and the way he stretches his arms when he glides are nice touches to the otherwise jerkily animated chap. Although not a technically slick game, the variety of different places to explore and enemies still makes Skyblazer enjoyable. But, if you like a really challenging platformer, you'd best look at Super Empire Strikes Back, which is also reviewed in this issue.

## RATINGS

### BREAKDOWN

STRATEGY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ACTION	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
CHALLENGE	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
REFLEXES	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
ORIGINALITY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	LOW	FAIR	GOOD	HIGH			

### LONG-TERM INTEREST

HOUR	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
DAY	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
WEEK	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
MONTH	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
YEAR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	LOW	FAIR	GOOD	HIGH			

### PRESENTATION

▼ Completely naff title screen! No play options whatsoever.

### GRAPHICS

▲ Good looking sprites, cool bosses. Enemies recoil in pain and explode satisfyingly when hit. Backgrounds get better as you progress.  
▼ Animation is rough on some sprites.

### SOUND

▲ Amusing grunts as you jump and attack (particularly the Homer Simpson-esque "doh!" when you jump!)  
▼ Crap, irritating soundtrack.

### PLAYABILITY

▲ The wall climbing is cool.  
▼ Exceedingly average.

### LASTABILITY

▲ Lotsa different places to explore and enemies to waste.  
▼ One-ups too easy to get. Infinite continues may result in premature game completion! Too easy for experienced players.

## OVERALL

After a slow start, it becomes a pretty good action-packed platform ramp, though the average graphics, gameplay and challenge make it a bargain bin purchase.

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76

64

78

75

76



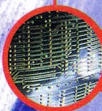
# REVIEW

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



## CART SPEC

- BY: VIRGIN
- RRP: TBA
- RELEASE: TBA
- GAME TYPE: PLT
- CART SIZE: 8 MEG



## GAME INFO

- PLAYERS: 1
- CONTROL: Joypad
- GAME DIFFICULTY: Medium/Hard
- CONTINUES: Varies
- RESPONSIVENESS: Pretty okay
- 1ST DAY SCORE: Complete second level
- GAME ORIGIN: Conversion of the Megadrive game featuring the character who advertises 7-Up in America.



## CONTROLS

- HOW TO PLAY: Guide your little red Spot through the many platform levels.

**A** NOTHING

**B** JUMP

**X** NOTHING

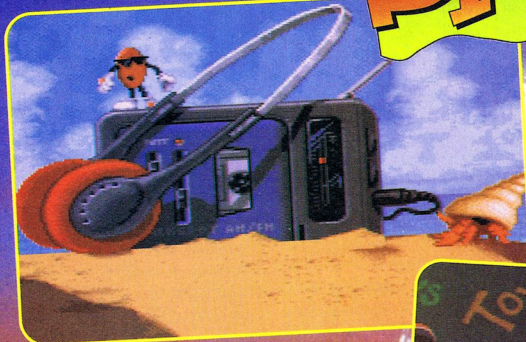
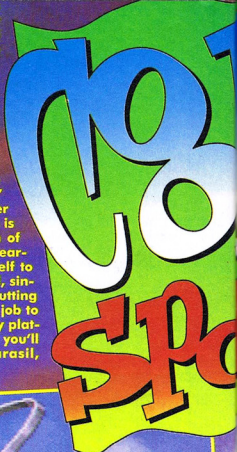
**Y** FIRE

**L/R** R: FIRE

**S** START: PAUSE/UNPAUSE  
SELECT: NOTHING

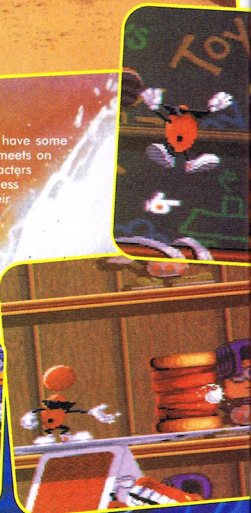
Zits. Pimples. Blackheads. Pizzo face. Pus head. Just some of the pleasant terms that are all part and parcel of the wonderful world of acne. But wait - a saviour is here! An icon to end the embarrassment of the omelette-complexioned everywhere. Something cool, with a hip image and easily accessible without prescription. Yes, it's Clearasil. It gets rid of gammy pustules in no time at all and stops your face looking like Dresden.

Unfortunately, not everyone shares the opinion that this is a great boon to humanity - especially hormone-loaded adolescents contemplating their first "romantic encounter." One such person is Cool Spot. Now, it's rather obvious why he would hold this verdict, for he is in fact a living plooker, and one application of Biactol would spell the end for the shades-wearing boil. As a result he has taken it on himself to wage a war on the manufacturers of Clearasil, single-handedly storming their big factory and putting them out of production forever - and it's your job to help him, by controlling him through the many platform stages of his game. Obviously because you'll have no spots at all and won't need Clearasil, because you're a hep cat NMS reader. Ahem.



## SHOOT ENEMIES

Being a platform game character, Cool has to have some form of attack to dispense with the nasties he meets on his travels. However, unlike the majority of characters of this nature, Spot's bottom is completely useless as an offensive weapon and so jumping on their heads is right out of the window. Luckily, Spot is used to advertise 7-Up in the United States, which gives him the perfect excuse to fire streams of bubbles from his begloved fingers. One quick blast of this effervescent artillery is usually enough to destroy any foe in your path.







▲ Spare us ten pee for a cup of plankton mate?



# REVIEW

## SUPER NINTENDO

### RESCUE YOUR PALS

Being a platform game character, Cool Spot also has to rescue his kidnapped friends whilst he's out on his mission. Each one is kept in a cage at the end of each level - probably to be experimented on by unscrupulous anti-acne laboratories. In order to free them, though, he has to be cool enough. Don't ask us what difference that makes, because we don't know. But anyway, around every level loads of little mini-spots are scattered. It's Cool's job to collect these. Every one he nabs increases his Coolometer by a little bit. Once he's cool enough it's fine for him to save his pal. As the game goes on, the percentage of cool Cool has to obtain becomes higher and higher, just to make things that little bit trickier.



▲ Oh no, I've just paid \$400 for what looks suspiciously like an empty bottle of lemonade!

### COMMENT

Cool Spot is a very polished platform game. The graphics are great and the animation is splendid.



### RAD

Everything has been thought out and planned neatly and a lot of work obviously went into the design. It's also as boring as chuff. There is absolutely nothing new on display here, it's just the most basic platform game I've seen in a long time. There's nothing to do, really. At least, nothing that'll get your pulse racing with excitement, especially seeing as it is so completely slow moving. Sure, it looks lovely, but there's no excuse for this kind of ultra-typical plain feat of blandness. You might glean some enjoyment from playing this, but not as much as you'd get from Mario Collection, Mr Nutz, Tiny Toons...



### COMMENT



### TIM

style. This can fool you into thinking the game is slow, but Spotty travels such vast distances with a single stride that the action moves along at a fair old lick. It's all about timing, and once your brain has gotten used to the pattern it's fairly easy to complete some of the levels. That said, there's something a little special about Cool Spot which lifts it from the doldrums of platform wannabes. I think it's the originality and the extra touches, which spur you ever further on. Cool Spot's been around awhile on other formats, and if you haven't played it before you could do a lot worse than give this a spin. Good but not great.

# RATINGS



### BREAKDOWN

STRATEGY	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
ACTION	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
CHALLENGE	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
REFLEXES	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
ORIGINALITY	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
	LOW	FAIR	GOOD	HIGH

### LONG-TERM INTEREST

HOUR	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
DAY	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
WEEK	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
MONTH	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
YEAR	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
	LOW	FAIR	GOOD	HIGH

### PRESENTATION

▲ Nice title screen and all very polished front end plus options.

91

### GRAPHICS

▲ Lovely animation and detailed sprites.

▼ Backgrounds are a bit boring and the sprites are small.

86

### SOUND

▲ All the usual funky tunes and effects this sort of game tends to have - plus a decent rendition of "Wipeout".

84

### PLAYABILITY

▲ Smooth moving and fairly responsive, at least there's plenty to keep you busy.

▼ No originality at all and the action is rather slow-moving.

74

### LASTABILITY

▲ It's a big enough game and packs a good challenge in hard mode.

▼ Sadly, you'll have no compulsion to play it through to the end.

73

# OVERALL

80

A playable enough effort which has not a single fresh idea in it. Go for something a bit more inspiring instead.



# Give us your money!



This is yet another feeble **SUBSCRIPTION** advertisement urging y'all to send us your **MONEY** so that we can send you a copy of **NINTENDO MAGAZINE SYSTEM** every month. We could go on about what a **WICKED** mag NMS is and how our reviews carry a **NO BULLSHIT** guarantee, how our competitions are **MINDBLOWING**, or how our **TIPS** can save your **LIFE**, but you already know that. So, give us your **MONEY** and we'll tell you about the **CHEAP GAMES** that are available to subscribers only... Orrright?

## Hell yeah! Here's my money, now gimme the magazine!

First name \_\_\_\_\_ Surname \_\_\_\_\_  
Address \_\_\_\_\_  
City \_\_\_\_\_ State \_\_\_\_\_ Postcode \_\_\_\_\_  
Phone \_\_\_\_\_  
Birthdate \_\_\_\_\_ Male/Female \_\_\_\_\_  
Today's date \_\_\_\_\_

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Credit Card No:

Expiry date \_\_\_\_\_

Name on Credit Card \_\_\_\_\_



**OR CALL OUR SUBSCRIPTION HOTLINE ON (02) 353 0751 AND ORDER BY CREDIT CARD**



# REVIEW

## SUPER NINTENDO

### ENTERTAINMENT SYSTEM



PRESS START  
SNK CORPORATION © 1992  
K. AMUSEMENT LEASING CO. © 1993



## CART SPEC

- BY: KAC
- RRP: TBA
- RELEASE: TBA
- GAME TYPE: FHT
- CART SIZE: 16 MEG



## GAME INFO

- PLAYERS:  
1-2
- CONTROL:  
Joypad
- GAME DIFFICULTY:  
Hard
- CONTINUES:  
Infinite
- RESPONSIVENESS:  
Pretty good
- 1ST DAY SCORE:  
Complete on setting 2
- GAME ORIGIN:  
Based upon SNK's rather spiffing Neo Geo title.



## CONTROLS

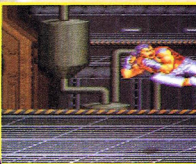
● **HOW TO PLAY:**  
Choose your fighter and enter into a no-holds-barred tournament where the Queensbury rules are definitely not the order of the day...

- A** TAUNT
- B** NO FUNCTION
- X** PUNCH/MEDITATE
- Y** KICK
- L/R** 1: HEAVY PUNCH  
2: HEAVY KICK
- S** START/START/PAUSES  
SELECT: NO FUNCTION

There is a contest held every five years which tests the mettle of even the most hardened man. Entrants need a combination of strength, power and, most of all, extreme endurance. However, technique is as important as raw might, and the judges see this competition as a judgment of art - the Art of Farting.

Yes, the Fifth Fetid Flatulence Festival is upon us. Women usher their awed children into their homes and grown men weep as those with the toughest buttocks and superhuman sphincter control arrive in the small town of Trumpton. One of these deadly air-biscuit warriors is you, the player.

After a feast of egg, beans and Pot Noodles, you are ready to do battle against the other clander veterans - without the aid of a gas mask. Should you withstand the pungent hum and the chemical burns to your lungs longer than your foe, you are moved up to the next round. There is no mercy for those who fail, left to choke, gag, and finally asphyxiate in the special air-tight vaults in which the competition is held.



## EXTREME CLOSE-UP!

One of the most eye-catching things about Art of Fighting - indeed, the one thing that got the NMS crew interested in the original in the first place - is the clever graphic zooming technique. As the characters get closer to each other, the screen moves in closer and closer, leaving you with huge sprites for real right-in brawling. This also means that you've got a lot more room to manoeuvre in projectile combat with fireballs and the like. Wow - tactical or what, eh?

▲ This sequence demonstrates just how Robert is able to kick the seven shades out of the so-called Mr Big. Good innit!



▲ Don't try this one at home readers.





# REVIEW

## SUPER NINTENDO

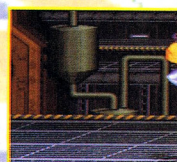
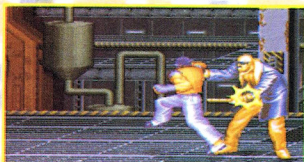
ENTERTAINMENT SYSTEM

### TELL US A STORY

If you happen to be playing Art of Fighting in single player Story Mode and you think your chosen bloke is a bit weedy, it is possible to do something about it. After every three successful bouts the player is presented with a menu of three bonus rounds. Each one improves a different aspect of your character's abilities. The Ice Block Smash - a simple hit-the-buttons-really-fast affair - is great for building on the power of your attacks. The Fireball Trial asks you to perform one special move as many times as possible in the allotted time, and reaching the target makes it easier to pull off your special attacks. The third and final bonus round, to boost your spiritual energy, is the Bottle Slice. In this round, it's your task to slice the tops off a number of beer bottles with a well-aimed chop of the hand - without completely smashing them into little bits. This last one is understandably absolutely rock.

▲ Kick me in the ankles and I'll smack you with my ruler.

# BOO FIGHTING



### MEANS TO AN END

The Art of Fighting (which is what the game is about really) is a highly spiritual concept - or so the programmers would have you believe. To illustrate this, each character has two energy bars. One of these is a regular physical energy bar, and the other is a mystic energy bar. Every time your character executes one of his special moves he loses power from this latter bar. However, keeping the X button held down causes your character to meditate, regaining lost energy. By the same token, holding the A button induces your chap to taunt the opposition, an ego-deflating exercise which saps their spiritual strength. Thus the battle is fought on two levels - the physical (ie battering their head in) and the war of the soul - maintaining enough energy to use your own special moves whilst endeavouring to keep your foe's too low for them to do the same.



# REVIEW

## SUPER NINTENDO.

ENTERTAINMENT SYSTEM

### BOSSY

Two-player Artists may notice that their choice of playable characters is far wider. Indeed, it's possible not just to play the two heroes, Ryo and Robert, but all of the villains too. Not just the eight grunts, but the two end-of-game bosses as well! This last pair were unobtainable in the Neo Geo version - unless you'd beaten them in combat in the one-player game first. Should you wish for some boss action its great, but it sort of spoils the surprise of the story running throughout the one-player mode.

### COMMENT



#### RAD

I must admit to being a fan of the original Art of Fighting, and I must also admit to having been disappointed by all the Neo Geo conversions to hit the Super NES so far. But hooray! My prayers have been answered and the splendid Art of Fighting has arrived completely intact! This is quite a feat, given the 84-MEG discrepancy between the Neo cart and the Super NES one. To make room for the zooming function and the huge sprites, a lot of detail has been taken out of the backgrounds, and the music, once echoing and smart, is now a bit weedy, but the playability is all there. There's loads of special moves, and each character has their own wealth of tactics. The spiritual energy thing is very clever and adds a new dimension to the game, so Art of Fighting is by no mean just another Streetfighter 2 clone. If you're bored of Turbo and Kombat (not hard), Art of Fighting is the next place you should look for punching thrills.



### COMMENT



#### TIM

even better than the Neo Geo original! With all the characters to choose from instantly, the game takes on a whole new sphere of variety, and the programmers have spent an awfully long time to make sure that this players like a dream. And if that's not enough, prepare yourselves for another shock: the consensus opinion here at NMS is that this game plays better than the rather fine Mortal Kombat and provides the second-best beat-em-up we've yet seen on 16-bit Nintendo (Turbo coming first). I'm not going to repeat why the game's so good - Rad's done that already - but I will say that this has quickly become one of my personal Top Ten carts and all that remains is to recommend that you buy this game as soon as you possibly can!

# RATINGS



### BREAKDOWN

STRATEGY	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
ACTION	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
CHALLENGE	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
REFLEXES	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
ORIGINALITY	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

LOW FAIR GOOD HIGH

### LONG-TERM INTEREST

HOOR	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
DAY	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
WEEK	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
MONTH	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
YEAR	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

LOW FAIR GOOD HIGH

### PRESENTATION

▲ Big pics of all the characters and the usual options, plus a lovely story between bouts!

91

### GRAPHICS

▲ Big huge lovely detailed sprites and nice animation.

▼ Sparse backgrounds, and zoom can sometimes jerk a little. Only a bit, mind.

89

### SOUND

▲ Great speech and effects,

▼ Music sounds a teensome bit hollow.

87

### PLAYABILITY

▲ Loads of tactics, fluid gameplay and plenty special moves.

▼ May not appeal to fairweather beat 'em uppers.

92

### LASTABILITY

▲ Ooh, it's a tricky one to beat alright, and the two-player mode adds girth.

▼ The main surprise of the ending is ruined at the start.

89

# OVERALL

89

A fine beat 'em up which any fan of the genre (caught cliché alert!) will love, but may not appeal so much to less enthusiastic types who already have Turbo. Us?



# DESIGN A MARIO T-SHIRT

## WHAT YOU CAN WIN!

- 1st prize: A Nintendo Super NES system plus two games.**  
**2nd prize: \$250 worth of groovy clothes and/or caps from Top Heavy.**  
**3rd Prize: \$100 worth of Nintendo streetwear from Top Heavy.**



We know that you lot fancy yourselves as game designers because of the amount of game plans Fat Boy gets in the mail, BUT, what are you like as graphic designers?

Well, we're about to find out 'cos Top Heavy T-Shirts are going to give you some ultra-cool prizes to encourage you to jot down your design ideas for a Mario t-shirt and, maybe, achieve nationwide fame if your t-shirt is cool enough to actually be made!

All you have to do is trace the outline of the t-shirt on this page, and then draw whatever you like on it, as long as it features the irrepressible Mario Mario. Then write your name and address on the back and send your masterpiece(s) to: This Is My Idea And It's A Good One!, NMS, PO Box A305, Sydney South, NSW 2000.

#### CONDITIONS OF ENTRY

The promoter is Top Heavy Pty Ltd, 17/102-112 Edinburgh Rd, Marrickville NSW 2204 (ACN 002 600 759). Entry is open to all residents of Australia and New Zealand with the following exceptions. Officers or employees and the immediate families of the promoter, its advertising, sales promotion agency and printers are not eligible to enter. Entries close by the end of the working day Wednesday, 23 March, 1994. The winners' name will be published in a future issue of the *Nintendo Magazine System*. Prizes are not transferable nor are they redeemable in cash. The judges decision is final and no correspondence will be entered into. Information on how to enter forms part of these conditions of entry. The contest is a game of skill, not chance, and as such all entries will be judged on merit. The abovementioned entrant assigns to Top Heavy Pty Ltd the entire copyright in the artwork submitted as an entry for this competition and grants to Top Heavy Pty Ltd the sole and exclusive right to use the artwork and acknowledges that Top Heavy Pty Ltd may make such changes, adaptations, arrangements and additions to the artwork as the company may see fit. The entrant warrants the artwork is the entrant's own original work and that no rights have been granted to others in respect thereof. © 1993 Nintendo Co., Ltd. All rights reserved.



Fat Boy is getting very sick of all those letters that start off with "NMS is the greatest!" He already knows that. So, this month, the Lard Almighty has picked out a whole heap of letters that have something to whinge about because he hates whingers even more than people who write those nice letters on scented floral paper. You have been warned.

If you'd like to get a load off, or you'd just like to be insulted, write to **Mailbag, Nintendo Magazine System, PO Box A305, Sydney South, NSW 2000.**

#### DEAR FAT BOY,

I've tried getting my parents to play my Game Boy, but they refuse. I've even tried that hand/eye co-ordination thing you suggested in Issue 5 (NMS August '93). I'm still allowed to play my Game Boy but just not when I really feel like it e.g. before school, after 9pm, or on holidays. They look down their noses on it so much that I can't get any new games as presents. I only just got a Game Boy because I'd been wanting one ever since they were put out and I still paid for it myself even though it was a birthday present. What will I do????

Answer Needed

Desperately

Near Melbourne, Vic.

**Get new parents.**

#### DEAR FAT BOY,

I've got a Megadrive and I hate it but the thing is my parents love the thing and won't let me sell it to buy a Super NES. So, is there a converter that makes it able to play Super NES games on the very sad Megadrive? Or vice versa.

Fatso, SA

**Parents are so old-fashioned, aren't they? Yours are obviously quite retarded as well. And your question about a Super NES / Megadrive converter seems to indicate that you have inherited this unfortunate trait from them.**

#### DEAR FAT BOY,

In your October 1993 issue you said you can't illegally copy games because Nintendo protected them. Well, pirate BBS boards have opened with Super NES games. You pay \$30 a month and you can download 4 megs a day, for an hour at a time, to Super NES disc drives. My friend does this and gets brand new games, such as Goal, Japanese Mortal Kombat, Super Mario All-Stars, etc. These guys are killing the industry; can Nintendo do anything?

Mark Erjavec

East Kew, Vic

**Yes. In fact, it's all subject to a court hearing at the moment. The odds are that the more well-known BBS boards will eventually be closed down. The smaller, local ones will be harder to police.**

#### DEAR FAT BOY,

This letter is aimed at parents, so kiddies, go and get them to read this. Parents, to put it bluntly... GIVE US A BREAK! You parents tell us minors that we can't drink, we can't smoke, we can't ride bikes without helmets, we can't watch The Simpsons because the news is on, we can't wipe our bums with our hands, we can't do bloody this, we can't do bloody that! AAAARRGGHH! Now we can't play video games because they're "too violent." What else is there to do? Go and knit with Ma and Grandma? Listen to Pa and Grandpa talk about the good old days? I THINK NOT!

If you're one of those parents who complains about Junior sitting on his butt all day playing violent games, just count yourself lucky that Junior is at home rather than shoplifting or defacing public and private property.

Let the kids (and all big kids at heart) enjoy our time in fantasy land playing video games. And parents, wowers and everyone else remember: there are two sides to this argument.

Ogre

Mt Lawley, WA

**Do you want a job?**

#### Dear Fat Boy,

Firstly, I would like to say that this is a crap mag. It has no style, no class and a no humour! Oh hell, I thought I was writing to a Sega mag! [Joke! Sega's are an absolute waste of money and precious resources that could have been used to make toilet brushes or something more useful]. I have had a Nintendo for almost a year now and it used at least once a day. If my brothers and I don't play it, my parents are having Dr Mario competitions!

Anyway, I would like to say, could you please do a bit more on plain old NES? I know a lot of people have got them and they don't hear a great deal about them. I also have a friend with a Sega Megadrive and all he ever does is boast about it, so could you have a poster showing Sonic the loser getting his brains splattered all over a wall or something educational like that? That should shut him up for a while!

Iain Hosking

Cohuna, Vic.

**Check out my answer to Allen Hodge re: the NES situation. As for killing hedgehogs, all I can say is "Hell yeah!"**

#### DEAR FAT BOY,

Now we want an explanation! You big booter! How dare you? SONIC is a real little trippy dude. Why have big fat pips (similar to you, who prints such crap!) like Mario ripping poor little Sonic's head off? Isn't there enough violence in the real world without adding to it in this way. Jamie Richards from Victor Harbour, you are a budding axe-murderer. Get a decent life! And Fat Boy, get stuffed!!!

Donna and Danielle,  
Morwell, Vic.

**You're not related to Fatso from SA, by any chance?**



Phil Wells of Grovedale, Vic. makes my day.

#### DEAR FAT BOY,

I want to ask you if a Game Boy is better than a NES. I know Super NES is much better than a NES because it's has better games than NES. I reckon NES should have all those good and exciting games, too. Even Game Boy has better games than NES. I thought that NES should have Street Fighter II, Mortal Kombat and other good games that are on Super NES and Game Boy. NES has been around longer than Super NES and Game Boy, so why aren't NES games as good as Game Boys and Super NES? NES should have the same sorts of games as Game Boy and Super NES. It's like NES doesn't exist at all.

Quan Nguyen  
Sunshine, Vic

**Utter gibberish, Qyan, that's what your letter is, GIBBERISH!**



#### DEAR FAT BOY,

Great mag!! NOT!! Last night I had this brilliant idea. I thought that maybe you could change the name of this magazine from NMS (Nintendo Magazine System) to SNMS (Super Nintendo Magazine System). You wanna know why I thought that this would help? BECAUSE THE SUPER NINTENDO IS ALL THAT IS IN THIS MAGAZINE THESE DAYS!! It is almost as if the NES and GB don't exist anymore!! What is happening? Has Nintendo suddenly decided to scrap the good ol' faithful NES and the world's most popular portable games system? Or is it just that the NMS crew has just been so over-awed by the capacity of the Super NES that the others just don't matter anymore?

You see, the reason for this line of questioning is that throughout the first eight issues of the NMS, the Super NES has starred in over 75% of the magazines. When I bought the first NMS I thought that it was going to be great because there were two GB reviews, two Super NES reviews and two NES reviews. But with the last magazine that I bought, (ish 8) there were seven Super NES reviews, one NES review and absolutely zilcho GB reviews. I can understand your feelings about the Super NES but for Christ's sake, give the others a go. Spare a thought for the owners of the NES and GB. So, how about it, eh, even up the odds a bit, please?!

Allen Hodge,

Piggabean NSW

**You obviously haven't noticed that the content of NMS actually varies according to which games are being released. For instance, last issue had four Game Boy reviews; this issue has a couple of NES reviews. The sheer fact of the matter though, is that there are heaps more Super NES games being released than for the Game Boy or NES, and therefore the Super NES gets more coverage. I think I've made my disgust at this state of affairs quite plain on a number of occasions, and urge you complain, as I regularly do, to the game distributors and designers to release more NES and Game Boy titles in Australia.**

#### DEAR FAT BOY,

I read Issue #6 (September) and it was tops (as always). Helen Hennessy's letter (Mailbag) sucked because I like you insulting people, so forget her. You can insult as many people as you like, because it's entertaining to read. Can you put some more stickers in your magazine... please? And could you insult me too, please? See you, Fat Boy!

Luke Walton  
Gundahle, Qld

**Luke, I was tempted to be nauseatingly nice to you, just to piss you off. But you are such a miserable excuse for a single-celled amoeba that I break wind in your general direction.**



#### DEAR FAT BOY,

I'd like to say that the characters in Mortal Kombat really do exist. Midway filmed the characters, then put them on the game. Now, could I have their autographs or could I just have Mortal Kombat on Super NES.

Todd Lawrie  
Melrose, SA

**Top marks for persistence, Todd. But, those characters were ACTORS! Now please go away.**

## COMPLETE IDIOT OF THE MONTH

#### DEAR FAT BOY,

We were wondering if a girl in our class at school would be correct in saying that placing a Nintendo Tennis Cartridge in water can make it change into Sonic the Hedgehog. Do you think this girl is telling a lie? You'd expect this kind of lie to come from a 90210 watcher and she also watches Boywatch, Paradise Beach and she may even barrack for the Sydney Swans. Don't you think this is a perfectly logical explanation; we do. Please publish this letter, it will totally embarrass the person and prove your theory that watching 90210 kills your brain is correct.

James, Simon, Ben, Danny, Andrew, Adam and Lluaps.

**I take it that you all watch 90210, as well? You have each won the very first Complete Idiot of the Month award, which is a lovely Beverly Hills 90210 badge each.**

#### DEAR FAT BOY,

Grrrrr! I'm angry! I own a Super NES and recently got SFII Turbo. However, my friend bought the (gasp!) Mega Drive Special Champion Edition. To my sheer horror I found that the only difference between the two games was the orchestral-like sound on the Super NES. The graphics and gameplay were almost identical. But, according to your magazine, the Super NES is soooo much more advanced than it's black rival.

And while I'm in this cynical mood (something you could relate to, Fat Boy), I'd like to mention that Mario World has cruddy, cruddy, cruddy, outdated graphics and is far too easy with short levels.

What have you got to say to that?

Another narrow minded cynic.

Melbourne, Vic.

**More like Another Narrow-Minded Idiot, I would**

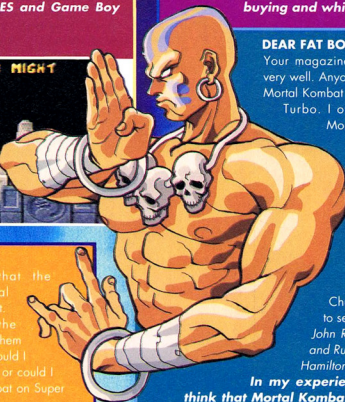
**have thought. For (I hope) the last time, the Super NES is undeniably technologically superior to the Crapdrive however, that doesn't necessarily mean that the game designers will take advantage of the technology when programming new games. When they do, you get Starwing, Jurassic Park (Super NES version, not the awful Crapdrive platformer) and Mario Kart - games that will never be equalled on the Crapdrive. When they don't, you get Wayne's World. And that's why you buy NMS, to get an unbiased opinion about which games are worth buying and which ones aren't.**

#### DEAR FAT BOY,

Your magazine is pathetic. You can't review very well. Anyone with half a brain would know Mortal Kombat is far better than Street Fighter II Turbo. I own both of these games and Mortal Kombat craps all over Street Fighter II Turbo. You also said that Mortal Kombat suffers from over-complicated moves. I find that SFII's moves are harder to do. All my mates reckon that Mortal Kombat is better. You're the only person I know who likes SFII better. I hope

I've made my point, you Fat Chugger. How about a readers poll to see who likes which game better. John Reeves, Gavin Jhoty, Matty Storz and Russ Wiese.  
Hamilton, Vic.

**In my experience, the only people who think that Mortal Kombat is a better game than SFII Turbo are sad players who lack the skill and talent necessary to master the strategic challenge laid down by what is, without doubt, the world's greatest beat 'em up. And I'm more than happy to conduct a reader's poll about it, too. Send your opinion to MK vs SFII Poll, PO Box A305, Sydney South, NSW 2000.**





Welcome, readers, to another episode of your favourite gaming quiz show, Q&A, hosted by The Skull. He's a bit off-colour this month after reading all your letters asking for blood in *Mortal Kombat* - if they don't cease, blood really will start to flow! On a more joyful note, more letters are meeting the requirements of The Skull's stringent selection process and no colour Game Boy questions have been sighted for more than a week. If you think you have some questions that won't make The Skull puke, send them in to him at Q&A, NMS, PO Box A305, Sydney South, NSW 2000.

**Q** Dear Skull, my questions are;

1. When is *Star Trek: TNG* coming out on the Super NES and can you do a preview?
2. Is there an easy way to get my parents to buy me *Street Fighter II Turbo*?
3. How can I attain your know-it-all so, when kids at school ask me questions, I can answer them straight away?

— Jonathan Shrapnel  
Melbourne, Vic

**A** 1. I've been waiting for it for ages and, at last, it's on the way! EA has it scheduled for an early 1994 release, but that's all we can tell you now.

2. No, you'll have to resort to treachery and trickery.

3. Ha! Pathetic human. You wish!

**Q** 1. Can two players play in the normal mode of *Super Bomberman*?

2. Will there be any more four-player Super NES games?

3. In *Starwing*, I tried to get into the black hole by doing what you said, but it only works sometimes. Why is this?

Please publish this letter or I'll duct-tape you to a ceiling fan and force-feed you through your liver!

— Name scribbled out  
Who knows (or cares) where.

**A** 1. Yup.

2. Yup again, and when we know more we'll tell you. Unfortunately, the '94 line up of Electronic Arts' sports games will only be two-player.

3. You've got to shoot the central orange asteroids just before you crash into them. Destroy them too soon or too late and the black hole won't appear.

**Q** I'm writing concerning my great interest in Nintendo's proposed 64-bit "Project Reality" console.

1. What will the storage medium be, cartridge, CD or other?
2. What are we supposed to play the console on between its release in 1995 and the introduction of High Definition TV in 1996 or later?
3. The Super NES is ageing technologically, so are there any enhancements like the Super FX chip planned before the release of "Project Reality"?

P.S. Who is the Zambian member of your staff? (I used to live there and am sure Zambian N-Heads are hard to come by.)

— Gwilym Lucas  
Cook, ACT

**A** 1. It has yet to be decided. CDs offer high memory storage, but the access is slow compared to cartridge. A number of other possibilities are being considered.

2. Your TV set! The standard for HDTV is still being decided, but the "Project Reality" console will be downwrdly compatible to existing televisions as well as HDTV.
3. What are you talking about! There's heaps of life left in the Super NES - few games currently available push it to its limits. There will be more games using Super FX chips to come, though.

Phillip Marc is our Zambian member of staff, and yes, he can play Nintendo. Well, sort of, but you have to keep on telling him what the buttons do.

**Q** Being a fan of realistic Flight Simulators, I can't help noticing

that the Super NES is greatly lacking in this area. Will games such as *Comanche Overkill*, *Gunship 2000*, *Strike Commander* and other good PC flight sims ever be released on the Super NES; and, if so, when can we expect to see them?

— S. Vinecombe  
Warraloda, NSW

**A** *Pilotwings* is the only real flight sim for the Super NES and, although it's not exactly intense military action, it is very good. Games like *Super Strike Eagle* and *Super Air Diver* don't count because they're crap. *Wing Commander* and *WC: The Secret Missions* are, unfortunately, not up to the standard set by their PC counterparts. It's not all dismal news, though. Microprose is bringing out an aerobatic plane sim called *Solo Flight*, and Absolute has *Super Turn And Burn* on the way.

**Q** 1. Are Ren & Stimpy, *Batman Returns* and the *Snowman* game (I saw in a British magazine) going to be released in Australia?

2. Tell me more about virtual reality sex!!!
3. How about a section on the latest arcade games and hints and tips for them?
4. Why does the arcade version of *Mortal Kombat* spell the Thunder God's name as Raiden, and Nintendo spell it as Rayden?

— Lachlan Commons  
Sydney, NSW

**A** 1. Ren & Stimpy and *Batman Returns* are both out now. *Clayfighter* is the snowman game you are referring to, but it doesn't look like it will be officially released here; however, there's a chance that *Clayfighter 2* might be released later this year.

2. What's there to tell? It exists only in the imagination of depraved, frustrated teenagers like yourself!
3. Hey, this is a Nintendo mag! Why don't you check out the *Timezone* mag?
4. Well, somebody, somewhere along the line made a boo-boo.



▲ A rock-a-baby-don't-step-on-a-hound-dog's-blue-suede-shoes-mumble-grumble-groan...

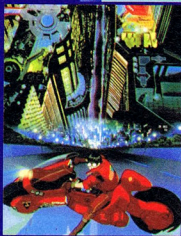


**Q** Dear Mr Skull.

A couple of years ago I saw a Japanese manga film called Akira. I was wondering if you have seen this film, and are there any plans to make a game of it, as it's one of my favourite films and I think it would make a great game.

— Clyde Lindley  
Rose Bay, NSW

**A** You're in luck, as are Akira fans everywhere! Development of the game is well under way by the programmers at Handmade Software in England and Akira will be released by THQ on both Super NES and Game Boy, hopefully later this year. The game is going to follow the plot of the film very closely, and all the original music will be included in the game! We'll bring you more info and pics soon. We can hardly contain ourselves!



**Q** 1. I wrote a letter in June last year and it still hasn't been published (yes, it was a good letter), so I suggest you might like to have more pages for letters and questions and answers.  
2. I also want to know why you reviewed Jurassic Park on the Game Boy and NES but not on the Super NES. Please review it. By the way, I'm a better Nintendo player than you!

— Captain Jack  
Victoria

**A** 1. Luckily, for you, Fat Boy is feeling really better this month and has demanded an extra page of letter as well.

2. We would have liked to, really. But, unfortunately, a number of factors conspired against us. The final version was delayed, then the release date changed, and to top it all off, the planets were in the wrong alignment. Anyway, we think it's great and we gave it 91% in our Xmas shoppers' guide back in the December issue.



**Q** In Super Mario World, on the Super NES, there is one problem that is stopping me from doing everything there is to do and this is it: How do you get to the Valley Fortress in the Valley Of Bowser?!!

— David Kennedy  
Eltham, Vic.

**A** Actually, David, it's not too hard to get to, just tricky to find. Go to Valley Of Bowser 2 (the red dot between the Valley Ghost House and Valley Of Bowser 1) and make your way through the first two rising floor stages. When you start the next part of the level, go right until you reach the first mole (see the accompanying pic), wait for the floor to rise, then jump up out of the screen and run along the top to the left. Drop down and you'll find the key.

**Q** Can you put a Game Genie in an Action Replay?

— Gina Isignoli  
Hamilton, NZ

**A** It's not a good idea, as it increases the chance of blowing the fuse in the NES/Super NES and damaging the connections. And if you think you can control the bosses in Street Fighter II by using a combination of GG and AR codes, forget it: it doesn't work!

**Q** Is Capcom going to release Super Street Fighter II: The New Challengers on the Super NES?

— Pete the Kebe  
Freak  
Stanmore, NSW

**A** YES!! News just in confirms the rumours: Super Street Fighter II will be appearing on the Super NES around June, although an Australian release date has yet to be confirmed. Turn to the NNN for the full low-down!

**Q** 1. In SFII Turbo, how do you work Balrog's final punch?

2. How do you do the cheat that enables you to play doubles versus in SFII? (Hey, it's a joke!)

3. Can you include a poster of Sagat or Ken in this issue? Awww, come on guys!

4. Will the Neo Geo game Samurai Showdown ever be converted to the Super NES?

5. Is there a motorcross or dirt bike game on the Super NES? We are getting a bit sick of hooking up the old NES to play Excitebike.

6. And lastly, can I say a big hello to my mates Fred and Goose.

— Big Spender,  
No fixed address.

**A** 1. You must have missed our guide to the Street Fighter bosses a few months back, but I'll tell you anyway. And I'll give you a tip, too! Simply hold down all three punch buttons (whichever ones you've chosen them to be) and release them at the appropriate time, ie when your opponent has little energy left. To make it a bit easier so that you only have to press one button, go to the options and on the button assignment delete two of the punches, say light and medium, by pressing left or right to show an asterisk instead of the button letter.

2. Oh. Ha ha.

3. No. Oh, okay, here's a nice pic instead. Enjoy.

4. There's a chance considering that so many other Neo Geo games have made it, but no plans exist at the moment.

5. Super Off Road: The Baja and Road Riot 4WD are the closest you'll get to action in the dirt, but neither are particularly outstanding. I'm still waiting for a follow-up to Super Mario Kart. Maybe Nintendo will make a Super Mario Rally, with lots of battle mode courses, longer races, new weapons and a track editor! Pleeeeeeease, please, please, Mr. Nintendo!

6. Okay, you just did!





TIPS  
&  
TACTICS

We are most impressed with the rising standard of tips being sent in, and we have decided to offer an extra prize for the best Action Replay Code of the month, be it for NES, Super NES or Game Boy, as well as prizes for best tip on each format. So now you've got no excuse for not sending in your tips, tactics, cheats and codes to NHS, NMS, PO Box A305, Sydney South, NSW, 2000. May the best tips win!

## GAME BOY ▶▶▶

THIS MONTH'S BEST TIP WINS A COPY OF SUPER KICK OFF!!!



## FLINTSTONES

**BONUS ROOM:** In the fifth level (the sea bed), get Dino for the second time and go along until you see a rock with waves under it. Throw hammers at it and you will see a door behind which is a room full of goodies! Thank Shaun Busby of Cue, WA for this handy tip.

## SUPER MARIO LAND 2

**EASY GAME:** Shaun also sent in a cheat to make Super Mario Land 2 even easier! Simply press Select before you go down the pipe at the start. However, I don't want to find any of you using such a cheat on such an easy game!

## TINY TOONS

**STOCK UP ON LIVES:** Here's a tip which allows you to get heaps of lives, and it was sent in by Darren Marsden of Casino, NSW. When you are racing, make sure you race Sweetie, because if you win you will get an extra life. Now just keep winning to get as many lives as you want!

## TMNT: FALL OF THE FOOT CLAN

**BONUS STAGES:** Here are the locations of all the bonus stages hidden in this groovy little Game Boy cart, supplied cheerfully by Harry Patterson of Point Vernon in Qld.

**Stage 1.1** - At the first set of two barrels, destroy the second barrel and stand in its place.

**Stage 1.2** - Find the first big black ball, kill the three bats, the mouser and the foot soldier and walk under the pipe.

**Stage 1.4** - At the long pipe at the start of the stage, kill all the bats and walk under the pipe to the wall.

**Stage 2.1** - Go to the second piston smasher and spin jump to the top left corner.

**Stage 4.2** - At the start of the stage go to the left as far as you can and spin jump to the roof.

**Stage 5.1** - No need for this, as you already have a full life! Go all the way to the left and do the funky spin jump.

**Stage 5.2** - Once again, go left and spin jump.



## SPANKY'S QUEST

**PASSWORDS:** Here are some passwords from Brian Moreau of Machans Beach in Queensland.

Stage 1: **0729**

Stage 4: **5501**

Stage 2: **1263**

Stage 5: **0979**

Stage 3: **3486**

## KID DRACULA

**PASSWORDS:** Level passwords for this game with a stupid name.

Level 2: **5613**

Level 6: **7225**

Level 3: **3272**

Level 7: **5539**

Level 4: **7283**

Level 8: **7158**

Level 5: **5346**

## BURAI FIGHTER DELUXE

**100 LIVES:** Do you want 100 lives? Then enter HGDGM as your password. This tip and the following one for Blades of Steel were sent in by Frog of Mukinbudin in WA.

ACTION REPLAY  
CODES

## Tip of the Month

This month's collection of AR codes for the Game Boy were all sent in by Shawn "Slayer" Batty, of Bokarina, Qld. We were so impressed with the collection of tips that he sent in, we've decided to award him with a copy of Super Kick Off for Game Boy Tip Of The Month!

## MORTAL KOMBAT

**0107 37CF** - Be Gorol

**0464 7FD6** - Unlimited time.

**04FA 7FD6** - Hyper time.

**0C1F 95D6** - Unlimited energy.

**0C2C 19CF** - Auto finishing moves.

**0C1D 1ACF** - Disables special moves.

**0CFF 16FF** - Become a ghost!

## SUPER RC PRO-AM

**0204 79DE** - Unlimited continues.

**01XX C8FF** - XX is the track you want.

**011A B0DA** - Unlimited ammo.

**0108 C8FF** - All Nintendo tiles collected.

**010X CBFF** - Car select where X is car no. 1, 2 or 3.

**01XX B1DA** - Acceleration capability. (Best keep XX below 5)

**01XX B2DA** - Tire capability. (Best keep XX below 5)

**01XX B3DA** - Tire capability. (Best keep XX below 5)





# NES

**THIS MONTH'S BEST TIP WINS A TURBO, SLO-MO CONTROL PAD FROM NES!!!**

## YOSHI'S COOKIE

**EXTRA LEVEL:** Set the music to OFF and the speed to HIGH. Select Round TEN, then hold **Up** and press **Select**. Round TEN will become Round ELEVEN, which, coincidentally, is also the number of time zones in what was the Soviet Union.

## POWER BLADE

**PASSWORDS:** Sampson Bastian, from the lovely town of Willunga in SA, has every password to this neat little NES game and he'd like to share them with everybody. Unfortunately, there isn't enough room - so here's the pick of the bunch:

1-6: **FB68398K**

2-6: **8JB40834**

3-6: **6F83DG73**

4-6: **20G4D8G1**

5-6: **514G767F**

Final: **OKF740B9**

## SWORD MASTER

**INFINITE CONTINUES:** Not the most exciting game around, but M. Ahkam Subroto has come up with this cheat which starts you on Level Seven with infinite continues! On the title screen, hold **down** and press **select** and **start**, then let your hero die in Level One. You will get infinite continues on the selection screen, but choose No to return to the title screen. Now hold **up** and press **select** and **start**, and you should start on Level Seven.

## MIKE TYSON'S PUNCH OUT

**PASSWORDS:** We printed a few codes for this game a while back, but apparently some of them didn't work. We checked them with the letter they were sent in with and they tallied up, so we can only assume that they were copied down from the game incorrectly, so in the future please check your codes before sending them in. Anyway, here are some more codes to pacify you from Dylan Murphy, of Munindi, NSW. We hope they work.

**795 - 707 - 1534**  
**237 - 210 - 7988**  
**005 - 737 - 5423**  
**647 - 993 - 3534**

## RAD RACER

**TRACK SELECT:** From parts unknown comes a trick to choose your track. After choosing your car, keep pressing **B** to bring up your fave track, then hold **Up/Right**

and press **Start** and then it's time, gentlemen, to start your engines!

## RAD GRAVITY

**PASSWORDS:** These codes should help just about anybody conquer this game. They were sent in by Damian Heard of Kyabram in Victoria. (We loved your silicon muscle implants!)

**Cyberia:** HZ1N9 \$MORB L6SBC SF2R5

**Cyberia 2:** C11N9 TCOMB J1Q6I J36H5

**Effluvia:** 4VM1W 7TMGQ 2GVGK 5H4FP

**Sauria:** D41JP 1RZOS DHBVL PV3M2

**Turvia:** BXN60 RTCQG SSM9T HRPK8

**Venria:** PPSO6 WF7L2 NMTS5 QTOQ6

**Asteroids:** VNX4V \$9WQ2 Q4\$1X V5J2Z

**Utopia:** GDSJG CZ126 Q4488 1I4QB

**Volcania:** WFBVX T1MD 6Q\$83

SWGX0

**Odor:** 468SI W3KLG 1N1LI 7TDIW

**Telos:** 288IG WN1LH 3LCIV F8IQL

**Telos 2:** F9N1L 78ZGM ZGJ87 1I2BG

**KAKOS:** 046MO PVHX1 749IP MOJSX

## Tip of the Month

## INTERNATIONAL CRICKET

**FIELDING POSITIONS:** Here's a tip that will give you the perfect field, according to Jimmy Bos from Perth in WA. In gratitude to him for sharing his wisdom, he is awarded NES Tip Of The Month, and wins a turbo, slo-mo control pad from NES!

### Boundry Fielders:

1. SW of pitch.
2. NW of pitch.
3. Straight.
4. Deep square leg fwd.
5. Deep fine leg

### Midfield:

6. Point bwd.

### Near the pitch:

7. Centre of the pitch, above.
8. Centre of the pitch, below.
9. Short leg.

Positions 1, 2 and 9 are particularly important. This is because when the computer is stupid enough to hit to position 1 or 2, it runs. This allows you to run them out easily. Position 9 is good because when the batsman presses right and A, he is instantly caught out.



## ACTION REPLAY CODES

All of this month's NES Action Replay codes were sent in by Dale Yates of Gowrie in the ACT. As usual, if they don't do what they're supposed to do, blame him, but feel free to experiment. You never know what you'll come up with!

### SNAKE RATTLE & ROLL

**0003 DF02** — Infinite lives.  
**0000 CF07** — Infinite time.

### RAINBOW ISLAND

**0004 ED03** — Infinite lives.

### SUPER MARIO BROS.

**0007 FA02** — Infinite lives.  
**0007 FA05** — Infinite time.

### BAST VS THE WORLD

**0006 C103** — Infinite lives.  
**0006 BC05** — Infinite time.

### WEREWOLF

**0004 0606** — Infinite rests.  
**0000 BFF8** — Infinite time.  
**0000 BC14** — Infinite power.





## SUPER NES ▶▶▶

**THIS MONTH'S BEST TIP WINS  
A COPY OF CYBERNATOR!!!**

### FLASHBACK

**PASSWORDS:** We reviewed this topper platform adventure last month and this month we're giving you the passwords for it. Anyone with any hints or tips for it should send them in promptly, as we know that quite a few people are having trouble getting through the levels.

Level 1: **BSCKT**      Level 5: **SLMN**  
Level 2: **JWLYX**      Level 6: **ZTHRX**  
Level 3: **R5VP**      Level 7: **CRQXZ**  
Level 4: **DXCPT**      Level 8: **PKRSLC**

### SUPER MARIO WORLD

**WEIRD TIP!** This tip is certainly a candidate for weirdest tip of the month - it speeds up the music to an insane rate! Go to Funky, the final level of the Special World (make sure you have Yoshi). The green berries in this level give you an extra 20 seconds of time, so once the time clock has reached 100 seconds and the signal has stopped, eat all the green berries. The music will get faster and faster until it's ten times as fast! You can thank Ben Pearce of Strathdale in Victoria for this vital piece of information.

### SUPER DOUBLE DRAGON

**INFINITE CONTINUES:** Yeeeh! A sad game, if ever there was one. If you're feeling particularly machocistic, start a **Mode A** two player game and play until there is one credit left. When you are asked to continue, press **Start** on both controllers simultaneously and you will start the game with seven continues. Better yet, you can keep on doing this for infinite continues! Now, thanks to Antony Pryde of Mentone Victoria, you can go and play it all day. Whoopie!

### CYBERNATOR

**POWER UP:** Cool game, this Cybernator. We like lots of robots and destruction and all that stuff, so we were over the moon when we found out an easy way to get the awesome napalm weapon! Unfortunately, it calls for a bit of restraint in the first level. You have to get to and then destroy the end boss WITHOUT shooting anything else, not even the guns next to it! Done correctly, you will be able to select napalm in the next stage, which makes getting through a lot easier!

**EXTRA CONTINUES:** Also for Cybernator is this cheat which doubles the number of

continues. On the title screen highlight **Options** and press and hold **R, L, Up** and **Start**. When you die you'll notice your continues have doubled!



### ZOMBIES ATE MY NEIGHBOURS!

**PASSWORDS:** I am a zombie. I AM A ZOMBIE! Here are passwords so you can see more zombies in Konami's brilliant zombie game.

Level 9: **NBQW**      Level 21: **XYBB**  
Level 13: **RFCR**      Level 25: **VXLZ**  
Level 17: **RKYL**

Good, eh? Eh? That's what Adam Healey from Doncaster in Victoria thinks of them. Mind you, he's only saying that because he wants Tip Of The Month. Hal Better luck next time.



### SUPER BOMBERMAN

**TACTIC:** Yes, it's still one of our fave games, and here's a handy tip for normal mode. When the game starts, drop a bomb immediately and stand next to it, pressing the **A** button as fast as you can. As soon as the first bomb explodes, another one will be dropped and explode, and so forth. By doing this while your Bomberman is still flashing invincible, you can walk along for a short period of time destroying everything around you! Just make sure you don't blow yourself up when your invincibility runs out!

**PASSWORDS:** Here are a few passwords to the later levels. (They might not work on Japanese versions of the game.)

4-1: <b>0153</b>	5-1: <b>5252</b>	6-1: <b>7654</b>
4-3: <b>7144</b>	5-3: <b>4242</b>	6-3: <b>7645</b>
4-5: <b>6123</b>	5-5: <b>2222</b>	6-5: <b>0625</b>
4-7: <b>1134</b>	5-7: <b>2234</b>	6-7: <b>1635</b>

### SUPER TURRICAN

**LEVEL SKIP:** It took us ages to get through this game when we first got it. Now, thanks to a certain Adam "Game over, man" Gavan, it's a doddle to get through. Adam has provided a stage skip cheat, and here it is in all its glory. Pause the game during play and press **Right, Left, Down, Right** and **A** then un-pause. If you've done it properly you'll find yourself in the next stage!



## Tip of the Month

### JURASSIC PARK

**SECRET LEVEL!** Only days after Jurassic was released, we received this red hot tip from Aaron Rudgley of Guilford, NSW. It's the location of a secret level that's full of all sorts of weapons and goodies, and you can visit it at any time during the game! The secret level is in the south-eastern corner of the mountains that are to the right of the main gate. Find the dock and the sign nearby, then go up the stairs into the mountain. Follow the path to the left until the path turns sharply south, but go into the corner and press up in the rock face. You will now be in a 3D scene entitled SECRET LEVEL. It's that simple! Aaron wins himself the official NMS office copy of Cybernator for his generosity.

## ACTION REPLAY CODES

### STREET FIGHTER II TURBO

**7E09 A001** — Player one keeps on bleeding and spewing after being hit in face. Looks great!



## Code of the Month

Controlling Reptile has been on the minds of all Mortal Kombat owners, and Adam Gavan was the first to send in a code which allows you to do so! Adam has managed to score himself a copy of Powermonger, courtesy of NES.

### MORTAL KOMBAT

**7E02 C103** — Both players can be Reptile!





Full



NBA



Court  
Coverage



one  
on one

At last count there were 27 teams and more than 250 players in the NBA. If you want the most comprehensive coverage that you can get on them in Australia, there is only one publication. Australia's only licensed NBA magazine, One on One.

Available at Newsagents, K-Mart and Coles Supermarkets.





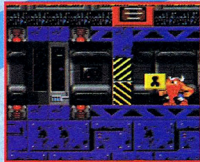


They're tiny! They're toony! They're confused Nordic explorers without a clue of where they are! Yes, it's a well documented fact that the Vikings discovered America before Columbus. What they don't tell you is that the plucky bearded wonders who found the place had only actually gone to get some mints from the shop and had got a bit lost. With this tale as an example of the famous Norse sense of direction, it's only natural that three members of the race should one day lose their path in the streams of time and space. And of course it takes a great Tommy gamesplayer to get them home again. So, with further ado, let us forthwith go heed and verily enter the realms of the world of what mere mortals would call in their language insofar as they may - The Lost Vikings Players' Guide To the Last, Most Hardest, Four Levels. I thank you.

# THE LOST VIKINGS

## LEVEL 34 PASSWORD: TFFF

Have Olaf drop DOWN the shaft on the RIGHT hand side, mind the force fields and be sure to collect the bomb then float in the teleporter. Drop a bomb as soon as you exit the other teleporter and float right the way down this second shaft, grabbing the blue key. Teleport again at the bottom. Use the key then



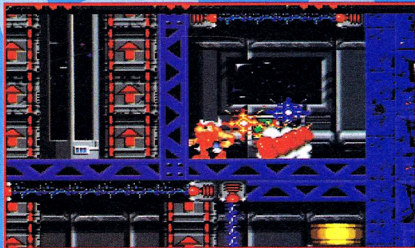
have Baleog and Olaf use the lift DOWN. Using Baleog shoot flying blue creature on the bottom left, go through the wall and grab the icon then run through the wall on the RIGHT into the



*Blimey! This bit's a tad tricky. Well it is if you're completely cack-handed - a bit like Paul is!*

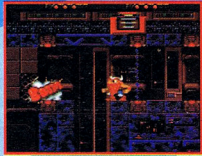


teleporter. Olaf now heads UP and floats DOWN the shaft on the RIGHT and stands by the right hand wall. Have Eric run and jump over this same shaft. Use the springs to jump over the force fields to the right collect the bomb over the shaft and drop down to catch hold of the ladder on the right. Switch to Baleog. Fire RIGHT and immediately switch to Eric and get the yellow key. Head LEFT across the room



by the moving platforms. Use the key and head LEFT, watching out for the fluctuating force-fields. Jump the shaft drop bomb

by the wall and drop down the narrow shaft to activate the switch. Switch to Olaf, drop down the new hole, left and floats through an anti-grav tunnel of force fields. Drop LEFT, grab food and red key. Go to teleporter. Bounce Eric into the teleporter. Grab the bomb (you'll have to go through the wall), go to the next teleporter on the RIGHT. Switch to Baleog and have him teleport, now all the Vikings are back together. Send Baleog LEFT up the lift and shoot all the buttons (watch out for those force fields), have him run to the RIGHT at the top and stand by the narrow opening. Switch to Eric and run RIGHT. Go UP, beware of the force-fields. Head LEFT at the top of the shaft. Plant bomb. Go RIGHT to the



move right to stand, shield raised, under the anti-grav chute; switch to Eric and use Olaf's shield as a platform to enter the chute. Head UP and LEFT to collect a key and enter the teleporter. Switch to Baleog, go back down the lift. Run across the moving platforms to the RIGHT. Repeat this procedure with Olaf, then Eric. This is very tricky. Once through the locked door, use the spring to bounce UP to the exit. Ta daaa!

## LEVEL 35 PASSWORD: FRGT

Guide all Vikings into the teleporter to the LEFT and choose Eric

As observant readers may garner from this screenshot, this is the bit near the teleporter.







upon exit. Jump him across the whirling blades on the LEFT and over to the force field. Now Baleog fire an arrow off to the LEFT to activate the switch. Eric now goes DOWN the shaft on the LEFT collecting bombs as he goes. At the bottom of the shaft go RIGHT to avoid the force fields to drop a bomb on the blocks in the floor. Now get all the Vikings to Eric's position. Now guide Olaf through the new hole in the floor, then take Baleog through to shoot the Alien patrolling the corridor. Once the alien is killed take all the Vikings to the Teleport on the LEFT. On exit choose Olaf and

float him DOWN to the ledge on the LOWER LEFT and keep his shield raised. Next, choose Baleog and jump him onto Olaf's shield, into the teleport(don't activate it yet) and fire an arrow to the RIGHT to activate a switch. Now float Olaf DOWN to a set of springs below and bounce him



off to the RIGHT to collect the Red key and enter the Teleport. Go back to Eric and have him jump across to the Teleport on the TOP-LEFT. When he exits go LEFT, jump over the force-field and drop the remaining bomb over the switch beneath, now enter the teleport on his LEFT. On exit collect the bomb and drop DOWN the shaft to the

**Another hard part. You've got to drop the bomb exactly over the switch or it's curtains for Eric.**



LEFT. Go RIGHT at the bottom and drop the bomb by the computer terminal. Now emergency lighting will come on and Eric must go back UP the shaft using the anti-gravity lift, across the room where the teleport is and DOWN the shaft to the RIGHT. Go LEFT at the bottom of the shaft and collect the fruit on your way through the room. Head past the room, UP the shaft and across the room at the top taking

care to avoid the force-fields to collect the Yellow key. Head UP, LEFT, UP again and RIGHT into teleport. Eric is now with Olaf. Switch to Baleog and activate the teleport. Guide him DOWN the shaft to the LEFT and spring across to the RIGHT at the bottom in to the teleport. Go DOWN the ladder to the RIGHT, across the moving platform on the LEFT, shoot the switch to gain access to more ladders. Go DOWN these and head RIGHT to the teleport. Watch out for the Aliens floating around and don't forget to collect the blue key. Now all the Vikings are reunited. All that's left to do is to use Eric and Olaf to hit the switch above, go RIGHT to the keyholes and, voila, le exit est ici!

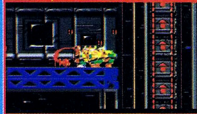




## LEVEL 36 PASSWORD:4RN4

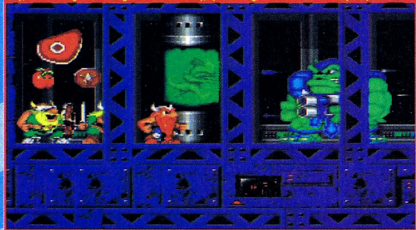
This is a long 'un so pay attention. First choose Baleog, head RIGHT UP anti-grav lift to MID LEFT platform to kill the alien, then TOP LEFT to kill the other one now wait by the TOP RIGHT door. Now send Eric to collect the keys from the MID and TOP LEFT and use to open the door.

Use Olaf as a shield and have Baleog shoot. Alternatively use Eric and die a horrid death.

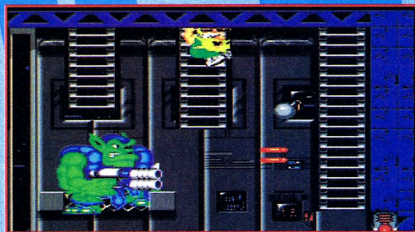


Immediately switch to Baleog and kill the alien by the newly-opened door and collect the key within. Next move Baleog and Eric to the bottom RIGHT and have Baleog give Eric the key. Now Eric jumps to the RIGHT and springs UP to the short ladder and use the key in the room above. Baleog is now free to

Why, it's that no good, although somewhat cheaky, space-being, Tomator. What a scary chap he is.



spring all the way across to the RIGHT to kill an alien, collect a health power-up and float UP to rejoin Eric. Now have Baleog shoot an arrow off to the RIGHT and then jump. Eric across to collect the key. After this send Eric to the TOP-RIGHT and use the key to open the exit. Now it's a simple matter of getting all Vikings to the exit - or is it! Tomator is far from keen to have



the lads leave so soon, so warps them to another part of the ship. The first thing to do from this new location is to float Eric UP the anti-grav shaft, taking care not to touch the force fields, to get a key from the TOP-LEFT. Jump Eric to the TOP-RIGHT to use it and have the others join him. Switch to Baleog and kill the first alien then move Olaf to the top of the short ladder with his shield DOWN to protect against the second alien which Baleog must kill. Have Eric collect the key and move all the Vikings to the door to the RIGHT where Eric uses the key and Baleog kills the alien behind. Now spring Baleog

shield, collecting a bomb on the way. Next use Baleog to kill the aliens and have Eric climb the first ladder UP and across to the RIGHT where he collects a key before rejoining the others. Eric uses the key then heads RIGHT and UP the anti-grav ladder to the TOP LEFT. Olaf does the same and uses the bomb on the blocks in the floor. Eric goes DOWN the new hole in the floor and across the whirling blades to the keyhole. Have Baleog join him and have him fire an arrow off to the LEFT to hit a switch. This turns the force-field off and enables Eric to go LEFT to collect the key and use it. Now all



Just when you think you've finished this happens and if you die you start all over again. Grrr!

Vikings head up the ladder to the teleport. The Vikings are now trapped in a tiny room so have Olaf raise his shield and Eric jump on it to find secret ladder. Climb the ladder and guide Eric far LEFT then press DOWN to find another secret ladder. Now charge to the RIGHT, minding the patrolling alien, and shoulder-barge the wall freeing your captured col-

leagues. Next send Olaf and Baleog off to destroy the alien in the upper corridor and UP the ladder to wait by the door on the LEFT. Next send Eric UP and RIGHT to get the key and the exit is yours

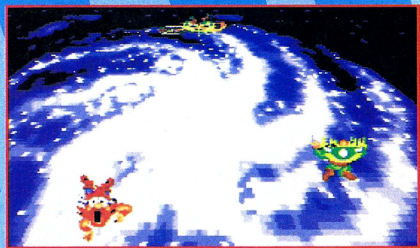
## FINAL LEVEL PASSWORD:MSTR

First of all, select Olaf and float DOWN towards the RIGHT, avoiding the electrical force fields and head UP the transporter.



Carefully avoiding Tomator's shots and bombs collect the two bombs on the way down to the first spring. Whilst hanging on the ladder directly above Tomator, drop these two bombs in succession to destroy two of the three platforms Tomator is standing on. Then head to the RIGHT and collect the third bomb, before going back to the ladder and destroying the third platform - take care to avoid Tomator's attacks throughout this process. Once Tomator plummets earthwards, he'll leave behind the yellow key required to shut down the force field to the teleporter, allowing Olaf to nip in.

Now switch back to Baleog, drop DOWN the LEFT shaft and grab hold of the ladder on the right-





hand side. Go through the transporter and drop down onto the revolving platform. From here, drop onto the TOP platform on the RIGHT and grab the fire arrow. Now shoot the button to disable the anti-gravity field. Walk through the tunnel and drop DOWN onto the springs - be very careful how you negotiate these. Now spring onto the far right-hand ladder and prepare to combat Tomator. Shoot the green blighter twice to temporarily stun him, and use this opportunity to shoot both levers on the left to send Tomator



right of the room he throws two bombs and shoots twice. The instant he looses his second shot, drop DOWN and, as if by magic, his shield disappears. This is the bit where just about everyone gets stuck. Using Eric, ram Tomator into the force field



plummeting again. Grab the blue key he leaves behind and go back to the far left-hand shaft. Drop down, and quickly use the key whilst falling to dis-



I've forgotten what this bit's about but it's got something to do with Olaf and a shield. I think.

able the field below. While bouncing on the spring, jump slightly to the RIGHT to push the button which turns off the force field on the right. Go to the transporter, and have Eric follow. Now all three Vikings are in the same room together again. Switch to Baleog again and position him to the right, against the closed door, and use Olaf's shield to allow Eric access to the teleporter above. You'll see Tomator to the bottom-right, and when he reaches the far-



on the right four times. This leads to his swift electrocution, and this time he leaves a red key behind. Use this key on the red lock and, surprise, surprise, the door opens. Switch back to Baleog and fire an arrow. Immediately as the arrow is launched change to Eric. The arrow passes through Eric and hits the button which disables the force shields. Use the spring on the RIGHT to get to the anti-grav unit on the right for all three characters.

Jump on the spring and, whilst falling, get into the anti-gravity field. You'll now continue to fall all the way to the bottom without getting hurt - but it's essential one of the characters gets the bomb on the LEFT. Now it's time for the final showdown with Tomator. Have Olaf float to the RIGHT, and while his shield is in the upward (floating) position, drop the bomb on Tomator to smash his platform. Still with Olaf, stand in front of the pack with shield down and use Baleog to shoot Tomator twice. Whilst Tomator is disabled, ram him once more with Eric (this pushes him back into the anti-gravity unit) - you'll need to repeat this procedure. Tomator up the anti-gravity chute, with Olaf heading the pack. Using the same method as before, shoot Tomator twice and ram him with Eric's horns. After the second push Eric should be able to jump up and pull the lever which opens the airlock above - hurling Tomator into deep space forever. Now, as they say, you can sit back and watch the end sequence.

## THE END SEQUENCE





# NINTENDO HELP SYSTEM



Our favourite role playing game has been causing much angst to readers far and near, so with the assistance of reader, Michael Mundy, and Arthur Kakouris from Beam Software (he knows the game better than anyone - he designed it!), let's delve into the hazy world of the cyberfuture. This is not so much a "How To" guide, for that would spoil some of the mystery and make it too easy for you. Use this guide as just that, a guide, to the world of Shadowrun.

You wake up in the local morgue. Once you come to your senses, have a good look around. Open the fridges to find the slap patch and get the scalpel, then leave.

Once outside the morgue you'll be confronted by a street punk. Ask him about everything and follow him down the dark alley, get his gun and shoot the orc. (Don't forget to select the gun for use, it's no good to you sitting in your inventory!) Have a good look around before you go back to the street.

Open the gate to the park so the dog can escape, then get its collar.

Look around the buildings to the right of the Town Square and find the agent's dying body in an office. Loot the room and, when you have the key, leave and find your own apartment. This is the first room where you can save your game and restock on energy. Put on the shades for permanent coolness!

Next door to your apartment is a random combat room. This is a good place to build up both Nuyen and Karma, as vanquished enemies will have been replaced if you leave and return.

PARTY STATUS	STANDING	SPELL PTS
Jake	30 / 30	0 / 0



Opposite the dark alley is Glutman's office. His secretary isn't very helpful, but if you look around you'll find something very useful that you can pinch.

\_\_\_\_\_

At the end of the street is the Grim Reaper Bar. Sitting at a table is a sad man. No, it's not Phil Marc, but if you give him a drink he'll tell you his sorry tale. Back along the street is a doorway, and if you go in and look in the offices you'll find someone you can buy a cop's badge and grenades from.



Hand over the files.  
We mean business!



Back in the morgue, you'll find that your new identity gives you access to the filing cabinet, which is where the credstick and tickets are.



Impersonating a cop is risky. Man! Don't get caught!





Up the road from the Grim Reaper Bar is a graveyard. Use the scalpel to open the crypts until you will find the sick Shaman. Heal him with the slap patch and he will provide valuable information. After leaving, shoot ghouls until you get the ghoule bone.



Look, you must feel the same way too.



Dancing Hippies



Past the graveyard is The Cage nightclub, and in here is your contact, Glutman



The caryard locals have a few stories to tell, so listen up!



Fighting the king is the only way you're going to get out of here, and that's a pretty tough fight. But if you've got the nuken, you won't have to get your hands dirty.



Glutman takes you to the caryards... and you wake in a bed where you can save the game, restock on energy and use Karma.



After leaving the caryards, you will find yourself in Old Town. There is a gun shop and a talisman shop at the end of the road. After getting what you can afford, go up the side alley.

p64



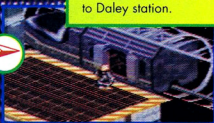
When you leave the station, you'll be greeted by two assassins, one will have something you need. Then go out and up to the road. In the old building to the right, you will find the street doc.



Here you find Ed, the Street Doc, and he will offer you an examination. Accept his offer...



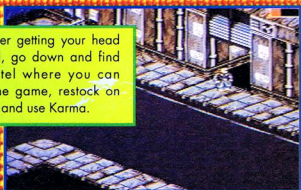
Oh no! Now you'll need professional help, so catch the monorail to Daley station.







After getting your head fixed, go down and find the hotel where you can save the game, restock on energy and use Karma.



Go to the Wastelands Club and talk to all, hire a few runners (Jetboy is a good choice) and go up in to the territory of the Rust Silletoas gang. Storm their headquarters and, after killing their leader, he will give you a password.



The next task asked of you by the Dog Spirit is to destroy the Rat Shaman. He is found in the sewers behind Daley Plaza, accessed by a small alley leading to a graveyard. Make sure you take a few runners along, as the rats are vicious and deadly!



Now you will have enough street cred to be let into the Jagged Nails Club, and it is here that you meet Kitsune, a singer on stage. She will give you enchanted leaves, which is the third item, along with the magic fetich and dog collar, needed to awaken the Dog Spirit.



The Dog Spirit is in a warehouse at the docks, and it will give you the Healing spell. Further along the docks, in the last warehouse, is the evil octopus. Kill it and collect its ink in one of the bottles from the Talisman shop.



Ask Kitsune about the Jester Spirit and she will tell you about Dark Blade and vampires. Return to the Jagged Nails club and talk to people about vampires and one of the barmen will give you the strobe. You'll also need another object to defeat the vampire, but it's not hard to work out what it is. The Talisman Shop owner gives you a phone number for Dark Blade and, if you call, you can set up a meeting by asking about a particular magical item.

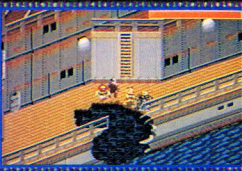
Use the strobe to stun Vlad, the vampire, and threaten him with the stake to get info about the Jester Spirit. He may give you a false name, so harass him for the truth!



Be wary of the Dark Blade doorman. After passing him, look around. Then descend into the crypts...



Now you are ready to take a sea voyage! However, the sea is full of mermaids and the taxi boat operator is none too keen on sailing until they're gone. They like warm water, so find something to cool their drink! Once you've got to the ship, look around until you can find a door you can prise open.



In the bowels of the ship is a safe containing the other half of the bomb you got from the orc at the docks. There is also another safe guarded by four orcs however, they're too tough to beat so you'll have to flush them out. Try flipping a few of the switches by the stairs.



When you reach the Jester Spirit, you will have to subdue him before he will talk. Tell him his real name (the one you beat out of the vampire) and he will be defeated.



Now you can open the safe and get the toxic dissolver, necessary to destroy the slime.





# NINTENDO HELP SYSTEM



Armed with information from the Jester Spirit, it is time to enter the Drake building.



Battle your way to the roof and jack in to every computer terminal on the way.



From the roof, take the helicopter to the Drake Volcano.



Battle your way through the sub-levels until you finally confront Drake da Dragon!



Next door to Drake is Professor Pushkin. He will explain to you what is going on.

Use the Jester Spirit on him, then freeze him and bombard him with powerballs.



So you're the computer! You've been a computer! Must still have the ANTI-AL stored in it. We must interface it, direct into snek's and destroy it. I have the code to get you in to snek's.

Next stop is the Aneki building, and it's absolutely chocka with hoods! Use the terminals to jack into the Matrix to get cash and open doors.



Finally you will come to the AI computer. Jack in and download Professor Rastov's ANTI-AL program, and you've won!!!

TRASH DATA DISCARDED.



Now sit back and enjoy the ending, and wait impatiently for Shadowrun 2!

You have reached the end.

Thank you for playing Shadowrun.



NMS reviewed Shadowrun in issue 5, August 1993, and gave it

90%



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